

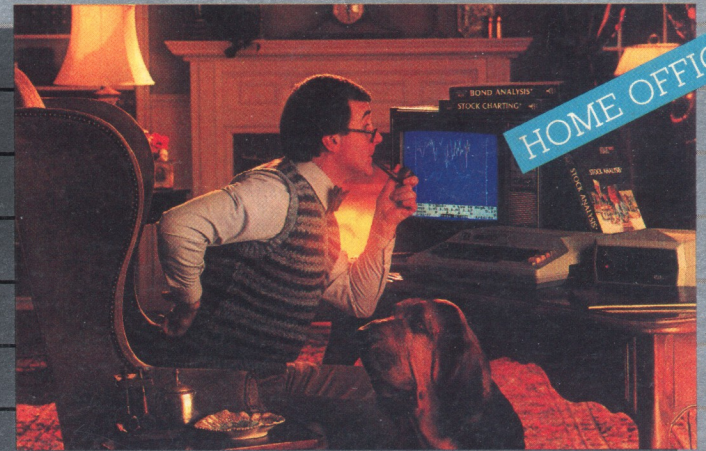
Discover the
World of

HOME EDUCATION



ATARI® HOME COMPUTERS

HOME OFFICE



HOME ENTERTAINMENT



People

Supply the Imagination

All computers, whether large or small, simply manage information. In this way they're kind of like people. Given proper instructions, computers can handle almost any kind of data and give you almost instant information. People can process and even store information. Computers can do this much faster. People, however, are needed to build and program computers. People supply the imagination.

This is where Atari comes in. Atari is a people-oriented company building people-oriented computer products for your home.

Using an ATARI Home Computer brings a powerful friend into your home, a teacher, a captivating entertainer, a master of chess, a tireless secretary, a well-traveled language tutor, or an investment analyst.

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ATARI also reserves the right to modify computer programs and related informational material without notice.

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An Invitation to Programming, Asteroids, Macro Assembler and Program-Text Editor, Caverns of Mars, Centipede, Energy Czar, Graph II, Kingdom, Missile Command, Music Composer, My First Alphabet, Personal Financial Management System, Scram, Star Raiders, Super Breakout, TeleLink, The Home Filing Manager, Video Easel, The Communicator, The Educator, The Entertainer, The Home Manager, The Programmer, 400, 800, 410, 810, 820, 822, 825, 830, 835, 850, Special Additions, Memory Module, The ATARI CONNECTION and We've Brought the Computer Age Home.

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When computers were large and expensive, only schools, industries, and governments could afford them. Today's computers are small. Modern technology has made possible a computer that is within the reach of families, students, and professionals.

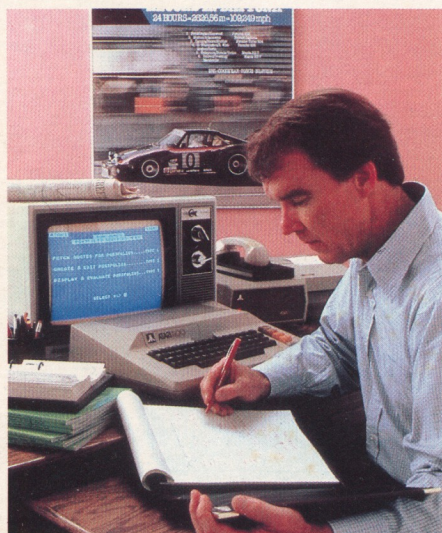
Your ATARI Home Computer can leave you more time to be creative or make important deci-

sions. Even more time to spend with your family. Dozens of ready-to-use programs let you use your ATARI Home Computer for home education, home entertainment, or home office management. Just insert a cartridge, diskette, or cassette, press a few keys and you have quickly prepared your computer to perform tasks like word processing, stock charting, music composing, or playing some of the world's best computer games.

Ready-to-use computer programs provide your computer with the special information needed to tackle many otherwise difficult tasks leaving you more time for the important things in life.

Although no knowledge of computer programming is necessary to use ATARI Home Computers, they are fully programmable and you can create your own programs for special uses. If you do decide to learn programming, simple-to-learn programming languages such as ATARI BASIC and ATARI PILOT permit you to design your own programs. More experienced programmers can create programs using assembly language or ATARI Microsoft BASIC, powerful programming tools for people writing advanced programs.





Home Office Gives You A Professional Edge

Ready-to-use programs for many office tasks. A wide choice of ready-to-use programs to give your home office a professional edge. Programs for personal financial management help you plan and organize your budget. The ATARI Word Processor helps you compose and produce correction-free printed work efficiently and accurately. It's almost like having a high-speed personal secretary!

ATARI Home Education Makes Learning Fun

Remember learning your first alphabet? Atari ready-to-use educational programs help teach your family foreign languages, touch typing, or their first alphabet. Special Atari learning simulations make the educational process an exciting game. Give your family an educational advantage that can last a lifetime. Bring home an ATARI Home Computer today.



ATARI Home Entertainment Captivates You

Colorful hours of fun await! ATARI Home Computer games are designed to captivate and involve you. Since we are the pioneer in computer games, we bring you the favorites like PAC-MAN, Missile Command and Caverns of Mars. ATARI Home Computer games have convincing color graphics with up to 128 hues of color, realistic sound effects, and compelling visual animation.

Programming Languages and Advanced Aids

Create your own custom-tailored programs! As your skill with your ATARI Home Computer increases, you may want to create programs for your own special needs. ATARI BASIC, ATARI PILOT, and assembly language help you do just that. For the advanced programmer, ATARI Microsoft BASIC, ATARI Macro-Assembler and Program-Text Editor become powerful programming tools.

The Computer Age is *Right* Now

Don't miss it! Right now, the ATARI Home Computer lets you monitor your finances, store and manage lists and records, aid in home education, make airline reservations, and open a window to a new world of information and communications. Right now, an ATARI Home Computer can help to educate or entertain your family, in the comfort of your own home.

All operating system software is built-in. Just add the desired programs and your ATARI Home Computer is ready to use. Since Atari's library of programs is constantly growing, your ATARI Home Computer can grow with you as your needs increase. Because ATARI Computer accessories are of standard plug-in design, you can easily custom-tailor your system to perform or inform as you choose. The computer age is now. The computer for the computer age is the ATARI Home Computer. Bring it home today.

Why Buy an ATARI Home Computer?



☒ **Modularity.** Add components easily as you need them. Modularity means expandability. Start small and develop a full system as your needs grow. Two connections are all that is necessary for any additional component (disk drives, program recorder, printers, etc.). You add Memory Modules that plug into the ATARI 800 Home Computer console as your needs expand.

☒ **Programming ease.** Use your ATARI Home Computer the day you take it home when you purchase kits or program cartridges. Programming ease means a ready-to-use computer. Plug in program cartridges, insert cassettes or diskettes and use your computer now.

☒ **Typewriter-like keyboard.** You don't have to learn a strange keyboard layout. A typewriter-like keyboard means familiarity. If you've ever used a typewriter you'll feel perfectly at ease using an ATARI Home Computer.

☒ **Custom electronic circuits.** Atari designed three custom electronic circuits to take the load off the main computer chip. One handles the amazing colors and graphics. Another creates musical tones and handles the Joystick and Paddle Controllers; yet another takes care of sending information to printers and talking to disk drives. With fewer than half the number of components of most competing computers, ATARI Home Computers offer greater performance with greater reliability.

☒ **Color and graphics capabilities.** Discover the exciting world of Atari's brilliant colors and precise graphics when you bring home an ATARI Home Computer. Choose from 16 colors and 16 levels of brightness. Combine them and select from a palette of up to 256 different hues. Make your TV screen come alive with color!

☒ **Sound.** A four-voice sound synthesizer with 256 notes per voice is behind the secret to ATARI Home Computer's astonishing sound quality. You can create a multitude of various sounds including music in four-part harmony, explosions, and missile screams.

Select

Six Ways to Buy a Complete Computer

The ATARI 400 (The Basic Computer)

Use The Basic Computer and The ATARI Starter Kits to get a home computer into action fast—and at a price you can afford. Starter Kits contain all the materials you need to use the computer for entertainment, education, computer communications and programming. The Entertainer, The Communicator, The Educator and the Programmer kits are for use with the ATARI 400 Home Computer.



The Educator Kit

(CX482)

Comes with an ATARI 410 Program Recorder to load your programs and an ATARI BASIC Computing Language cartridge to let you enjoy educational programs written in BASIC for ATARI Home Computers. Plus the ATARI States & Capitals cassette program which offers a fun lesson in geography.

ATARI has many other educational programs as well, including Energy Czar, conversational languages, Italian, and more.

Minimum RAM requirement: 16K



The Programmer Kit

(CX483)

Contains an ATARI BASIC Computing Language cartridge the *ATARI BASIC Reference Manual*, and the *ATARI BASIC Self-Teaching Guide* to help you learn introductory programming.

Personalize your ATARI Home Computer by writing your own computer programs. Programs that can help you solve scientific problems, even play computerized music, or write your own exciting games!

Get The Programmer kit and start learning to program today.

Minimum RAM requirement: 8K



System for Your Needs



The ATARI 800 Home Computer

With an ATARI 800 Computer you can add more memory or even an ATARI 810 Disk Drive—and move up to The Bookkeeper kit or The Home Manager kit for jobs needing more computer-power. And, you'll find that it's full-stroke keyboard makes entering lots of information much easier. The Communicator, The Entertainer, The Bookkeeper, and The Home Manager kits are for use with the ATARI 800 Home Computer.

The Communicator II Kit¹ (CX488)

The Communicator II kit opens the window to a world of information and communication.

Comes with the ATARI TeleLink II cartridge and the ATARI 835 Direct Connect Modem used to connect your

ATARI Computer and your telephone to a wealth of information and communication services.

You receive a *free* hour of connect time *each* to three exciting information networks, see TeleLink II description for details on page 17.

Minimum Ram requirement: 8K

¹Estimated availability fourth quarter 1982

The Entertainer Kit (CX481)

Contains Star Raiders and Missile Command program cartridges—two of the most challenging computer games in the world. Complete with two Joystick Controllers.

Choose from all sorts of other terrific games (all sold separately) including PAC-MAN, Asteroids, Centipede, Basketball, Computer Chess, Space Invaders, Super Breakout, and other exciting games with full color action and realistic special sound effects.

Minimum RAM requirement: 8K



The Bookkeeper Kit² (CX419)

The Bookkeeper accounting system *plus* the convenient ATARI Numerical Keypad (CX85) make a powerful combination for handling your home office's or small business's finances.

The keypad helps you save valuable time by speeding data entry. And The Bookkeeper program can help you invest your time and resources more efficiently by giving you a variety of professional-caliber financial reports to show you just where you stand.

Requires the ATARI 800 Home Computer with 48K RAM, an ATARI BASIC cartridge, the ATARI 810 Disk Drive, ATARI 825 80-Column Printer, and ATARI 850 Interface Module.

Minimum RAM requirement 48K

²Estimated availability third quarter 1982



The Home Manager Kit³ (CX418)

Track your finances with the Personal Financial Management System. Get information on checking, savings, and credit card expenses. Plan and project household budgets.

Or save files and lists on diskettes with The Home Filing Manager. The Personal Financial Management System, The Home Filing Manager, and instructions are included in the kit. And it just takes a few steps to update or change your records.

Requires an ATARI 810 Disk Drive.

Minimum RAM Requirement: 32K

³Estimated availability first quarter 1983

Build

a Complete Computer System Five Ways

Whether you need Telecomputing, Financial Management, Bookkeeping, Programming or Word Processing capabilities there's an ATARI Home Computer System just right for you. Simply purchase an ATARI Home Computer, then select the computer equipment and programs you need. Now you've built a complete system! Here are a few recommended systems to get you started!



The Basic Disk Drive System

This ATARI Home Computer system has everything you'll need to start home computing with a disk drive. For fast and efficient data storage, it's hard to beat 5-1/4 inch floppy diskettes. (Computer diskette programs generally require between 32K and 48K of RAM.)

- ATARI 800 Home Computer (32K or 48K RAM)
- ATARI 810 Disk Drive
- ATARI 825 80-Column Printer
- ATARI 850 Interface Module

The Home Office System

Here's an ATARI Home Computer system that is ideal for your home office. By adding the ATARI Personal Financial Management System Program and the ATARI Word Processor program to the Basic Disk Drive System, you've got a hard-working home office system.



The Bookkeeper System

Add The Bookkeeper kit (as described on previous page) and turn your Basic Disk Drive System into The Bookkeeper System.



ATARI Basic Programmer Home Computer System

Here's a complete computer system that provides the features and functions found in systems costing much more. Write your own programs, store finished programs on cassettes, then print out your programs. Do it all with this Basic Programmer 16K System.

- ATARI 400 Home Computer (includes 16K RAM)
- ATARI 410 Program Recorder
- ATARI 825 80-Column Printer
- ATARI 850 Interface Module
- ATARI BASIC Computing Language program cartridge or ATARI PILOT or Assembler Editor.



The Ultimate ATARI Home Computer System

Here's the ultimate ATARI Home Computer system. Complete with everything needed to use any existing ATARI Computer program or to write your own "custom" programs. Just add ATARI Home Office programs to give your business a professional edge. Or add ATARI Home Education programs to get an educational advantage. And for captivating entertainment, add ATARI Home Entertainment programs and bring home hours of fun.

- ATARI 800 Home Computer (with 48K RAM)
- 2 ATARI 810 Disk Drives
- ATARI 410 Program Recorder
- ATARI 825 80-Column Printer
- ATARI 850 Interface Module
- The Communicator II kit (includes ATARI TeleLink II)
- 2 ATARI Paddle Controllers (CX30-04)
- 2 ATARI Joystick Controllers (CX40-04)

Don't Worry

Because at ATARI We Won't Let You

At Atari, we know that your computer is far too important a purchase for service and support to stop when you leave the store. Atari doesn't let you down. After you've taken your ATARI computer home, you'll have the support of one of the biggest names in consumer electronics. Check around. You'll find few computer companies that can match these on-going support programs.

Use Our Toll-Free Telephone Numbers to Keep in Touch

Have a question about your ATARI Home Computer? Call us toll free, from anywhere in the continental U.S., at 800-538-8543 (in California, 800-672-1404). One of our friendly and understanding Consumer Product Representatives will answer your questions or find out the answer and call you back.

Over 200 Authorized Factory Service Centers Are Waiting to Help You

Thorough testing at the factory before shipment ensures that ATARI Home Computer products are as reliable as possible. But if your equipment ever does need repair, you can expect fast and dependable service. With more than 200 factory-authorized service centers nationwide, there's probably one near you. Factory-authorized means that only Atari-trained technicians work on your equipment and that each center has a full stock of factory-approved parts.

Fully Illustrated Instruction Books Take the Mystery Out of Home Computing

Some companies think you should have a degree in scientific computing to own one of their computers. Not us. We write our Owner's Guides for people who have never owned a computer before. Open up one of our new instruction books. You'll find color photographs, step-by-step instructions, and clear, down-to-earth writing.

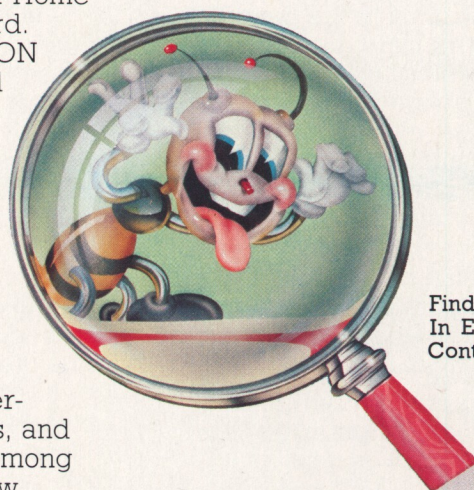


Make New Friends and Learn Together Through ATARI Computer Users' Groups.

Meet new people who also have an interest in their ATARI Computers. Learn from others about your computer and its software. Because there are more than 190 independent users' groups throughout the world, there's probably one near you. If not, we'll help you start one. Just write to the ATARI Computer Users' Group Support Program, PO Box 427, Sunnyvale, CA 94086, or call us at the Customer Service number. Our Users' Group staff will see that your group receives an impressive array of materials, including training and technical information, and our entertaining and informative video seminars called "Video Visits."

The ATARI Connection Keeps You Informed

Get a free copy of THE ATARI CONNECTION, our fascinating and informative magazine for home computer owners, simply by returning your ATARI Home Computer's warranty card. THE ATARI CONNECTION helps you keep informed of the computer revolution as it's happening. You'll share the expertise of our technical people and hear the experiences of other computer owners. You'll be fascinated by feature articles about your computer and new uses for it. You'll be entertained by puzzles, games, and contests. And you'll be among the first to hear about new products.



Find The Bug In Each Issue's Contest Program

[illegible]

The ATARI Program Exchange

Expand your software library with a wide variety of imaginative programs from the ATARI Program Exchange. You'll find more than one hundred user-written programs in the categories of Personal Finance & Record Keeping, Business & Professional Applications, Personal Interest & Development, Education, Entertainment, and Program Development tools, as well as ATARI hardware connectors. APX catalogs are published four times a year. You'll receive them free by returning your warranty card; otherwise, there is a nominal charge.

APX programs are written by ATARI Home Computer owners like yourself. You can be an APX author, too! APX program authors receive royalties and are eligible for \$100,000 in annual prizes. Programs awarded prizes through APX can even become part of the ATARI product line. To receive an information packet on the APX contest, call toll-free at 800-538-1862 (in California, 800-672-1850).

ATARI Special Additions

You probably know that many companies other than Atari make additional software and accessories that can be used with an ATARI Home Computer. Now we've developed a catalog of these programs, accessories, computer furniture, peripherals and publications for your ATARI Home Computer.

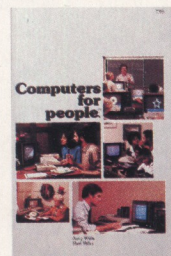
We call it ATARI Special Additions. In it, you'll find more than 64 pages of ready-to-use programs and accessories. Program categories include personal finance, record keeping, communication, word processing, entertainment, education, business, graphics, and more. Look through ATARI Special Additions and you'll find printers, disk drives, speech synthesizers, computer cases, cables, computer books, plotters, digitizers, and a host of other items specially designed for your ATARI Home Computer.

In the back of ATARI Special Additions you'll also find a listing of ATARI Computer Users' Groups and information on how to contact them.



Computers for People

At last there's a book on computers that starts from the beginning. Use it to choose the right type of computer for your needs. Chapters of this highly informative, illustrated 200-page book from dilithium Press tells you how you can use a home computer for telecommunications, education, business, home entertainment, home study, and personal development. Find out what programs you'll need. Learn about important concepts such as electronic mail, word processing, and educational simulations. Also contains a glossary of common computer terms, color photos, product selection charts, and sources of additional information.



Glossary of Useful Terms

COMPUTER: An electronic device capable of recording, manipulating, and storing alphabetic and numerical data.

HARDWARE: In computer terms, hardware includes the computer, its peripherals, and any add-in or add-on equipment.

SOFTWARE: Instructions that tell the computer to perform a specific series of tasks; computer programs.

PERIPHERALS: Equipment connected to the computer to give it added capabilities, e.g., printers and data storage devices.

LANGUAGES: Sets of words, symbols and conventions used to tell the computer what to do.

K: Kilobyte. Approximately 1,000 bytes of memory. Each byte can store one alphabetic character or one digit of a number. Running simple programs generally requires a minimum of 8K bytes of memory. Larger programs may require as much as 48K.

MEMORY: That part of the computer that stores information. Of the two kinds of memory, Read-Only Memory (ROM) stores information permanently. Random Access Memory (RAM) stores information temporarily, which the user can change.

ROM: Read-Only Memory. ROM provides permanent storage of information, such as computer programs, and cannot be altered. Atari utilizes ROM cartridges as a convenient means to program the computer.

RAM: Random Access Memory. RAM retains data only as long as the computer remains on. That's what makes it necessary to store programs on cassette tape or diskette. When you're ready to use them, you transfer them into RAM and tell the computer to "run" them.

INPUT/OUTPUT (I/O): The way the computer interacts with the user and peripheral devices. Input from the user occurs via the computer keyboard and peripherals such as cassette recorder, disk drive, or modem. Output occurs through a television, monitor screen, or peripheral equipment such as a printer, modem, or disk drive.

APPLICATION: The act of putting the computer to use. Application programs tell the computer to perform specific tasks, such as word processing, playing music, drawing graphs, or communicating with other computers.

OPERATING SYSTEM (OS): Software always present in ATARI Home Computers that supervises the performance of ordinary tasks.

DISK OPERATING SYSTEM (DOS): Software that supervises the interface between the computer and a disk drive storage device. Typical instructions include *read* (deliver information to the computer) and *write* (store information in the disk drive).

DAISY CHAIN: The way ATARI Home Computer peripherals are connected to the computer console. Each peripheral has two I/O ports. The first peripheral is connected directly to the computer, the next peripheral is connected to the first one, and so on.

MODEM: A computer accessory that connects the computer to a telephone line for information retrieval and two-way communications.

DISK DRIVE: An accessory device for storing and accessing large amounts of computer information on a magnetic diskette.

Discover

the World of ATARI Ready-to-Use

MANAGE YOUR FINANCES, LEARN A NEW LANGUAGE, OR BECOME A STAR COMMANDER! And you don't have to be a computer engineer to do it. The secret? ATARI Home Computers offer you a wide variety of pre-written software for Home Entertainment, Home Office, and Home Education. Just plug in an ATARI program cartridge, cassette, or diskette and unlock a world of information simply by pressing a few keys. ATARI also offers programming languages and aids to help you start your own personal library of programs that you can create if you *would* like to learn how to program the computer. Learning how to custom develop a program can be a rewarding and challenging experience.

ATARI Home Computer programs make computing fast, easy, and fun. Provided on the next few pages are descriptions of the ATARI Home Computer programs. We've Brought The Computer Age Home.



Programs



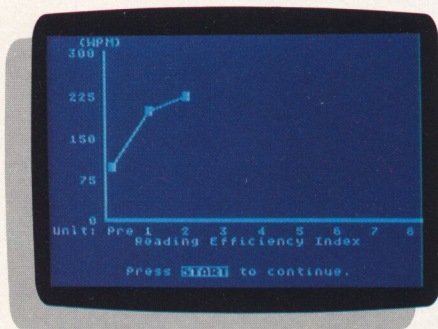
Home Education

The Educational Advantage

"Bonjour Grand Mere, Grand Pere. Comment allez-vous?" Getting ready for a trip to Europe? Learn the basics of conversational French. Or try Spanish, even German and Italian.

Provide your preschool children with a head start, learning letters and numbers with My First Alphabet. Combine melody and harmony in four parts and be your own maestro with Music Composer.

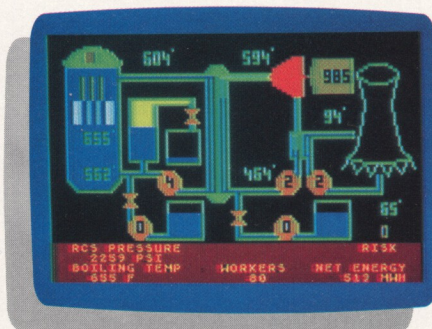
Discover the thrill of designing your own programs through three levels of Atari's "An Invitation To Programming" self-teaching programs. Another modern educational situation is Atari's Scram program which runs a realistic simulation of a nuclear power plant. The ATARI Home Computer lets you share in the benefits of a variety of educational programs you'll use for years to come.



ATARI SPEED READING (CX4126)

Discover faster and more efficient reading. Has the information explosion knocked you for a loop? Are office reports piling up so fast on your desk they're blocking your view of the future? ATARI Speed Reading has the answer. Increase your reading rate and help cut those piles of unread documents down to a manageable size. ATARI Speed Reading consists of workbook materials and computer-aided exercises. Each lesson cassette includes a voice track that offers valuable tips and confidence builders. Timed practice sessions help pace your progress. You control everything with an ATARI Joystick Controller while the lessons adjust themselves to your needs. There's even a refresher cassette to help you maintain your new level of reading efficiency after you finish the course. Suitable for ages 15 to adult, ATARI Speed Reading is based on a method proven successful since 1975. Eight sets of lessons allow you to interact with the screen while metronome-type sounds accompany reading tasks to help pace your progress. Five program cassettes. Complete with instructions. Requires the ATARI BASIC cartridge, ATARI Program Recorder, and an ATARI Joystick Controller.

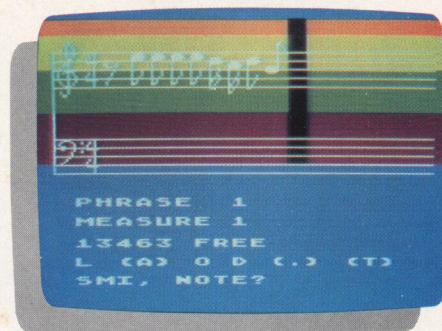
Minimum RAM requirement: 16K
+ Estimated Availability third quarter 1982.



SCRAM (CX4123) (A Nuclear Power Plant Simulation)

Learn how a nuclear power plant operates. Let your ATARI Home Computer build a nuclear power plant, then you control its operation, even under adverse conditions. Lower the control rods. Vent steam. Turn on the auxiliary feedwater pumps to cool the reactor vessel. Watch out for earthquakes. If they happen you send in workers to make repairs. But, above all, try to prevent a meltdown! SCRAM is more than a game. It simulates the operation of a nuclear power plant that's modeled after real-life situations. Discover the basics of thermodynamics and plant operation. Develop a deeper understanding of nuclear safety issues. A technical background is not required. Spend hours with SCRAM and discover an enjoyable learning experience. Used with a Joystick Controller 16K and 24K RAM versions are on alternate sides of the cassette. Accompanying literature is witty and fun to read. ATARI BASIC cartridge, ATARI 410 Program Recorder and 1 Joystick are all required. Ages 12 to adult.

Minimum RAM requirement: 16K



MUSIC COMPOSER (CXL4007)

Compose your own scores. Turn your computer into a musical instrument with this program.

Type in musical notes, then hear the note as it's displayed on the screen. Finish a section and the computer plays back the melody. You control the pitch, octave, duration, and loudness of each note. Save your compositions, using the optional ATARI 410 Program Recorder or the ATARI 810 Disk Drive. Includes an instruction manual.

Minimum RAM requirement: 8K (Larger musical compositions require more RAM.)





MY FIRST ALPHABET (CX8135)

A new way to learn letters and numbers. Here is a fun new way for children to learn the alphabet and numbers. Large colorful letters display on the screen, clowns smile and frown, and play the "Alphabet Song." You can select an option that automatically runs the program for the child who is too young to use the keyboard. Or randomly select numbers and letters you would like your child to see. Seven program options accompanied by exciting and attention-holding sound and graphics. One program diskette complete with instruction guide. Requires the ATARI 800 Computer, ATARI 810 Disk Drive and ATARI BASIC cartridge.

Minimum RAM requirement: 32K
Estimated availability third quarter 1982



CONVERSATIONAL FRENCH, GERMAN SPANISH & ITALIAN

(CX4119), (CX4118), (CX4120),
(CX4125)

Your own language lab at home!

Learn a wealth of words and phrases to assist you while traveling in foreign countries. The ATARI Home Computer spells out phrases with descriptive color pictures on your TV screen while you listen as the instructor pronounces the phrases correctly. Each language course consists of five cassettes and a workbook. Complete the exercises in the self-teaching workbook after listening to the program to reinforce what you've learned. Go at your own pace. Stop the lesson at any point and continue when you're ready. These program cassettes require the ATARI BASIC cartridge and the ATARI 410 Program Recorder.

Minimum RAM requirement: 16K



ENERGY CZAR (CX4121)

Become a national hero! The President has just appointed you Energy Czar and given you full power to guide the nation through the energy crisis. Promote or restrict supplies of energy resources, raise or lower taxes on them, regulate prices, and tighten or loosen environmental controls. But to stay in power, you must keep people happy and maintain sufficient energy supplies to meet demand. The results of your decisions show up in the growth rate, of the economy, the inflation rate and whether or not the public thinks you're doing a good job. Full instruction guide included. Ages 12 to adult. Requires the ATARI 410 Program Recorder and the ATARI BASIC cartridge.

Minimum RAM requirement: 16K



KINGDOM (CX4102)

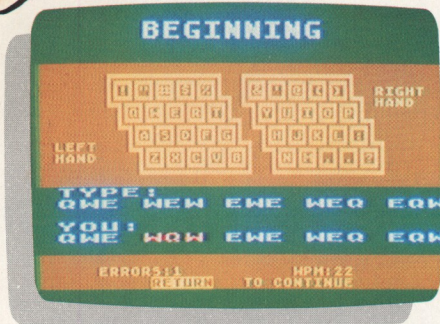
You own a kingdom, far away and long ago! Imagine you are the king of a small country far away and long ago. However, catastrophe can befall your people, your food supply or your crops. It's up to you to decide how to run the farms. If you are successful you'll be allowed to reign for another term.

It's just like running your own small agricultural kingdom. Helps teach and develop mathematical skills. Ages 10 to adult. Requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder.

Minimum RAM requirement: 8K



Home Education



TOUCH TYPING (CX4110)

Improve your typing skills at your own pace. Discover the advantages of touch typing on your ATARI Home Computer. Start at any level: beginner, intermediate, or advanced. Then move on up! Step-by-step instructions take you from your starting point up to where you'd like to be. Practice while the computer keeps track of your words per minute. This program even evaluates your weak points and uses its built-in sentence generator to tailor exercises suited to your skill level. Two cassettes. Complete with instruction booklet. Requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder.

Minimum RAM requirement: 16K



HANGMAN (CX4108)

Don't get hung! The ATARI Home Computer is "thinking" of a word in this educational cassette program. You must guess what it's "thinking." With each wrong guess the computer will add a part of a person's body. Eight wrong guesses and your man gets hung! Use the computer keyboard or the optional Joystick Controller to guess a letter. For ages 8 to adult. Requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder. Complete with instruction guide.

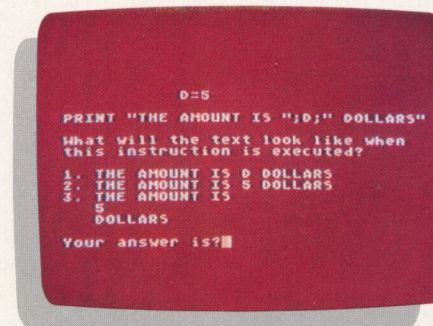
Minimum RAM requirement: 8K



AN INVITATION TO PROGRAMMING 1: FUNDAMENTALS OF PROGRAMMING (CX4101)

Learn the fundamentals of introductory programming in ATARI BASIC. Learning ATARI BASIC doesn't have to be intimidating. The six lessons in this cassette program introduce you to the computer keyboard, teach you to use the PRINT statement and perform simple mathematical calculations. You'll also see examples of the computer's color graphics and sound capabilities. With a little time and practice, you can develop your own personal programs by learning ATARI BASIC. Requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder.

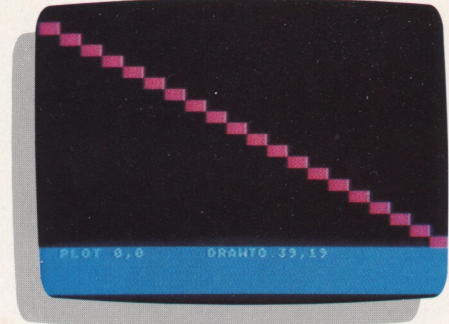
Minimum RAM requirement: 8K



AN INVITATION TO PROGRAMMING 2: WRITING PROGRAMS ONE AND TWO (CX4106)

It's easy to learn programming. With these two cassette programs, you'll learn how to write programs in ATARI BASIC. These lessons cover topics such as FOR...NEXT, loops, subroutines, and READ, DATA, DIM, PEEK, and POKE statements. The package includes two program cassettes and a workbook. Requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder.

Minimum RAM requirement: 8K



AN INVITATION TO PROGRAMMING 3: SOUND AND GRAPHICS (CX4117)

Learn introductory capabilities of ATARI BASIC. Learn simple music theory and how to set the pitch, purity, and loudness levels of notes. Draw your own computer art by using the color registers, the graphics characters and other features. Two program cassettes and a self-guiding workbook come with this program. Instructions are included on the cassettes. Requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder.

Minimum RAM requirement: 8K



STATES & CAPITALS AND EUROPEAN COUNTRIES & CAPITALS (CX4112) (CX4114)

How many do you know? These two program cassettes (sold separately) teach you the geography of the United States and Europe in an enjoyable and interesting way. Unless you're an expert in geography, you'll be surprised at how much you can learn.

Build your proficiency in just a few minutes. First the computer draws a map, and outlines a state or country, and you identify it. Then you must identify the corresponding capital. Both require the ATARI BASIC cartridge and the ATARI 410 Program Recorder. For ages 10 to adult. Complete with instruction guide.

Minimum RAM requirement: 16K

Home Office

Computerize Your Home Office

Manage your small business better. Stop juggling those bills! Control the paper monster at home.

Atari's programs for the office at home will help you get organized. Give your office that professional edge!

Analyze stocks and plot your investment strategy with Atari's Investment Analysis series. Buying a home, selling one or just thinking about it? Pin down monthly payments and figure interest at your choice of rates with Mortgage & Loan Analysis.

Transform those bills and receipts into valuable information for making decisions with the Personal Financial Management System. Need a ledger, accounts payable, receivables? The ATARI Bookkeeper Kit will do it for you. Debits and credits you enter into the general journal will automatically generate receivables and payables. Need a secretary? The ATARI Word Processor could be a valuable addition to your office. A statistician? Statistics I and Graph It could be all that you need.

Need to add, delete and modify data for a financial report? Edit and change what you said in a business letter? With ATARI Home Office programs, you can print out clean copies any time you want. ATARI Home Office programs can help you look and be more professional. Bring home an ATARI Home Computer and get that professional edge today.



TELELINK II (CXL4016)

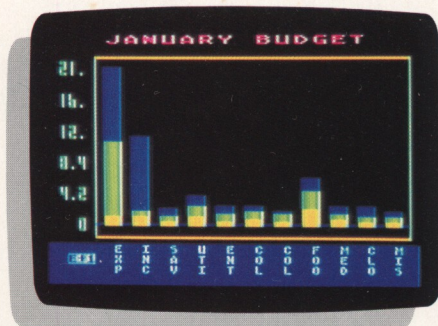
Open the window on a world of communication. Enter the exciting new world of computer communications! Access a variety of information networks with your telephone. You'll get access to massive data bases and literally thousands of programs.

Get international news, read national newspapers, get the weather, editorial opinions, send and receive electronic mail, get stock market information, communicate with other computer users, and even shop at home, ordering merchandise through your ATARI Computer. You can keep a copy of your telecommunications using one of the ATARI Printers. This improved TeleLink II plug-in program cartridge even stores phone numbers and access codes so connecting with larger computers that perform these functions is easy. Includes one hour free access time each to DOW JONES NEWS/ RETRIEVAL SERVICES, THE SOURCE, AMERICA'S INFORMATION UTILITY, and THE COMPUSERVE INFORMATION SERVICE. Requires the ATARI 835 Direct Connect Modem or the ATARI 830 Acoustic Modem used in conjunction with the ATARI 850 Interface Module.

TeleLink II technical information:

- Data transfer rate: 300 bits per second (Industry Standard)
- Full or half duplex
- Transfers ASCII characters
- Stores up to 2 phone numbers and automatically dials phone under computer control.

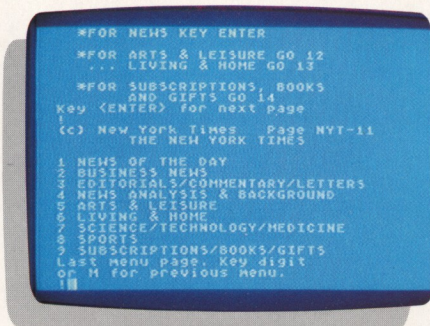
Minimum RAM requirement: 8K
Estimated availability fourth quarter 1982



PERSONAL FINANCIAL MANAGEMENT SYSTEM (CX406)

Plan and analyze your budget. Keep track of all your financial transactions—cash, checking accounts, savings accounts and credit card use. Display your financial records according to budget category or date. Set your own budget goals and get charts and printouts on paper that let you follow your budget's progress. Analyze your budget by selecting expense categories. Then see what percentage each one is of your total budget. This amazing program also lets you use today's data to forecast future trends. Consists of two program diskettes and one blank data diskette. Requires the ATARI 800 Home Computer, the ATARI BASIC cartridge, and the ATARI 810 Disk Drive. ATARI Printer optional.

Minimum RAM requirement: 32K
Estimated availability first quarter 1983



TELELINK I (CXL4015)

The TeleLink I cartridge automatically handles communication "handshaking" between your ATARI Home Computer and large computers. This allows you to access a variety of information networks with your telephone. You can keep a copy of information and conversations using one of the ATARI Printers.

You'll also receive one free hour of connect time each to DOW JONES NEWS/RETRIEVAL SERVICES, THE COMPUSERVE INFORMATION SERVICE, and THE SOURCE, AMERICA'S INFORMATION UTILITY. Requires the ATARI 850 Interface Module and the ATARI 830 Acoustic Modem.

- Data Transfer Rate: Up to 300 bits per second
- Full or half duplex
- Transfers ASCII characters

Minimum RAM requirement: 8K



THE COMMUNICATOR I KIT (CX484)

A window on the world. Open the window to a new world of instant communication and information. Get the latest stock market information from *The Wall Street Journal* and *Barron's*, weather, sports, local, national, and international news, all in your own home! Or get the scoop from the wires of the Associated Press. You also have access to large information networks—COMPU-SERVE, DOW JONES, and THE SOURCE for fun or interesting information. You'll even be able to send and receive "Electronic Mail" and play computer games with people thousands of miles away! All with the help of the Communicator Kit.

The Communicator I Kit includes:

- The TeleLink I program cartridge that instantly gives your computer the necessary directions.
- An ATARI 850 Interface module that connects the Acoustic Modem to your computer.
- And an ATARI 830 Acoustic Modem that couples your computer to your home telephone line.

TeleLink I includes one free hour of access each to the DOW JONES NEWS/RETRIEVAL SERVICES, THE SOURCE, AMERICA'S INFORMATION UTILITY and THE COMPU-SERVE INFORMATION SERVICE.

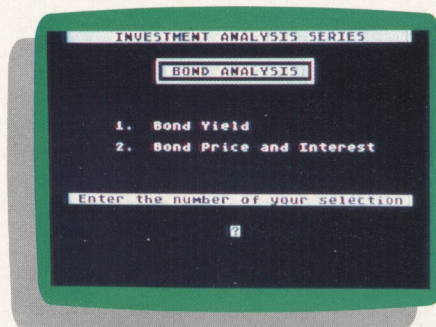
TeleLink I technical information:

- Data transfer rate: up to 300 bits per second
- Full or half duplex
- Transfers ASCII characters

Minimum RAM requirement: 8K

INVESTMENT ANALYSIS SERIES

Here's a series of ready-to-use programs that can help you make important financial decisions. This series consists of four programs (each sold separately): Bond Analysis, Stock Analysis, Mortgage & Loan Analysis, and Stock Charting.



BOND ANALYSIS (CX8106)

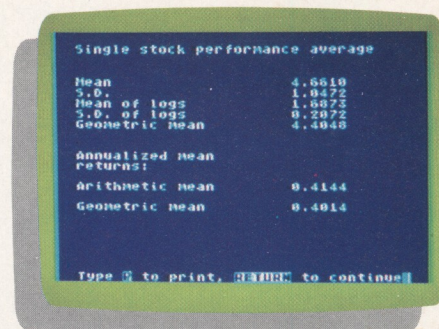
Bond analysis two ways. Now you can use your ATARI Home Computer to evaluate and calculate bond investments two ways.

Bond price and interest. Compute the price and accrued interest for a given bond. This program provides the annual coupon yield in dollars, the redemption value, the maturity, and the yield.

Bond yield. All you do is enter the annual coupon, redemption price at maturity, present price, and date of maturity. It quickly and easily computes the before-tax yield of a given bond held to maturity. (It does not provide for state or federal taxes.)

Requires the ATARI 800 Computer, the ATARI BASIC cartridge, and an ATARI 810 Disk Drive. Printer optional.

Minimum RAM requirement: 24K



STOCK ANALYSIS (CX8107)

As easy as one, two, three. Analyze your stock investments three ways with the ATARI Stock Analysis program. There are three time saving programs on one diskette.

One: Portfolio analysis. Evaluate your entire portfolio of stocks. Complicated calculations are performed easily. Get the standard deviation and arithmetic mean for one or more stocks. The computer uses statistical measures of return and variance to give you the final results.

Two: Stock rate of return. Analyze the performance of a stock over a



STOCK ANALYSIS (Cont.)

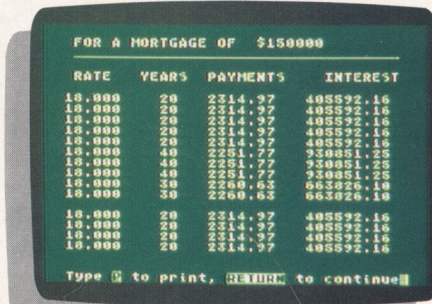
range of time. You'll compute and see displayed annual rates of return. The computer performs all the calculations. All you do is provide the dividend per share and the closing stock prices. Easy analysis at your fingertips.

Three: Stock dividend analysis.

Here's how to find out the intrinsic value of a stock. This program turns your ATARI 800 Computer into a hard-working stock dividend analyst. You'll easily compute the discounted present value of the estimated dividends. Compute the length of time a growth rate must continue (or the price/earnings ratio that must be reached) to make the intrinsic value equal to the current market price.

Requires the ATARI 800 Computer, the ATARI BASIC cartridge, and the ATARI 810 Disk Drive. Printer optional.

Minimum RAM requirement: 24K



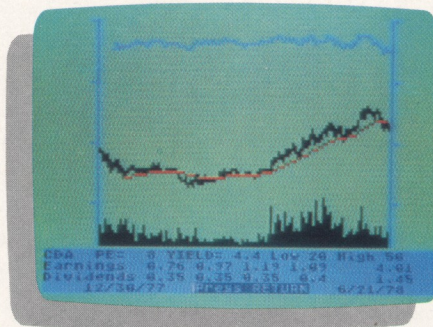
FOR A MORTGAGE OF \$150000				
RATE	YEARS	PAYMENTS	INTEREST	
18.000	20	2314.97	405592.16	
18.000	20	2314.97	405592.16	
18.000	20	2314.97	405592.16	
18.000	20	2314.97	405592.16	
18.000	20	2314.97	405592.16	
18.000	40	2251.77	930851.25	
18.000	40	2251.77	930851.25	
18.000	40	2251.77	930851.25	
18.000	30	2260.62	663026.10	
18.000	30	2260.62	663026.10	
18.000	20	2314.97	405592.16	
18.000	20	2314.97	405592.16	
18.000	20	2314.97	405592.16	
18.000	20	2314.97	405592.16	

Type **G** to print, **RETURN** to continue

MORTGAGE & LOAN ANALYSIS (CX4115)

Analyze and compare. Planning to buy a new home, speculate in real estate, or start a new business? The Mortgage & Loan Analysis cassette program allows you to compare mortgage terms, including monthly payments and total interest payments, with varying rates of interest. This program requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder. Complete with instruction manual. Printer optional.

Minimum RAM requirement: 16K

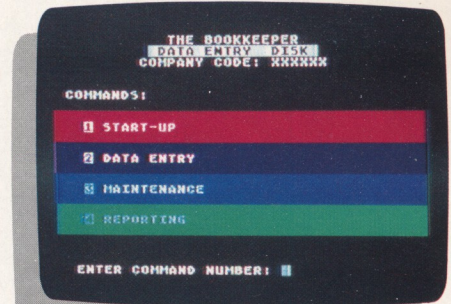


STOCK CHARTING (CX8108)

Keep on top of the market. Keep track of selected stocks. Study their market performance. Turn your ATARI 800 Home Computer into a hard-working stock charting assistant. You can retrieve, list, and align graph data that you enter on a daily basis. Program diskette and a formatted blank diskette is included for easy storage of your personal portfolio data.

Requires the ATARI 800 Home Computer, the ATARI BASIC cartridge, and an ATARI 810 Disk Drive. Printer optional.

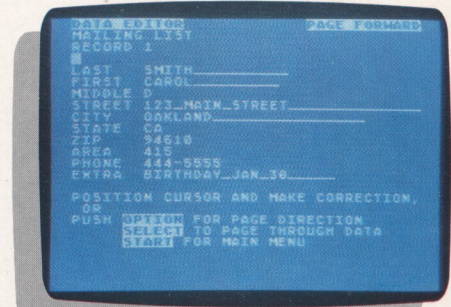
Minimum RAM requirement: 24K



THE BOOKKEEPER (CX414)

A powerful professional accounting system tailored specifically for the needs of the home office. The Bookkeeper generates financial reports automatically, including Profit and Loss Statements, Balance Sheets, Accounts Receivable, Accounts Payable, and General Ledger. Self-guiding entry "prompts" and color-coded screens get you through your books quickly and easily. Requires the ATARI 800 Home Computer with 48K RAM, the ATARI BASIC cartridge, the ATARI 810 Disk Drive, ATARI 825 Printer and ATARI 850 Interface Module.

Estimated availability third quarter 1982.

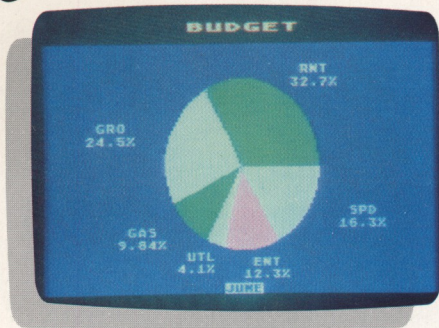


MAILING LIST (CX4104)

Keep a record of names and addresses for Holiday cards, birthdays or club activities. A General List program is included which you can use to save other types of lists, like household inventory, recipes, hobbies, tapes and records. A list customizer program lets you modify either of the list programs to the specific format you need. You can sort the data alphabetically and print labels or lists with an optional ATARI Printer. Requires the ATARI 800 Computer, the ATARI BASIC cartridge and an ATARI 410 Program Recorder. Disk Drive optional.

Minimum RAM requirement: 24K

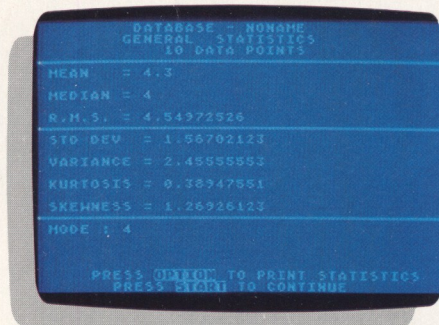




GRAPH IT (CX4109)

A graphic and visual display of data. With Graph It, business and mathematical information can become easier to understand. Data relationships are automatically displayed on your television screen with colorful bar charts and pie graphs. Use a Joystick Controller to plot two- and three-dimensional coordinate systems, as well as polar plots. This visual representation of statistical input makes understanding complex concepts fun. Perfect for business people, students, and teachers. Program supplied on two cassettes complete with instruction manual. Requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder. Joystick Controller optional.

Minimum RAM requirement: 16K

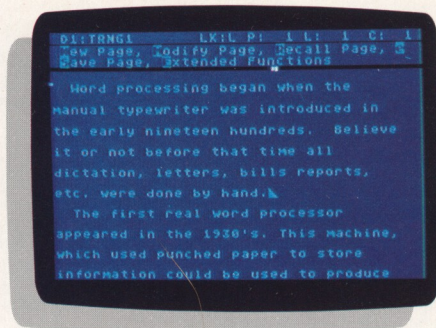


STATISTICS 1 (CX4103)

Turn an ATARI Home Computer into your own personal statistician. Just enter in data and get out a variety of general statistics. Calculate mean mode, median, standard deviation, variance, skewness, kurtosis, and root mean square. ATARI Computers' editing capability allows you to correct erroneous data inputs quickly and easily.

Requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder. The ATARI 810 Disk Drive and Printer are optional.

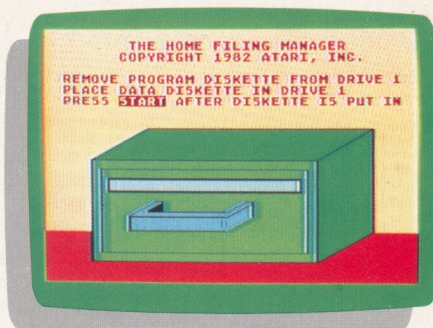
Minimum RAM requirement: 16K



ATARI WORD PROCESSOR (CX404)

Bring modern word processing home. Discover the luxury of getting clean copies immediately, even after extensive changes. ATARI Word Processor is the perfect companion for today's home office. Any kind of text, reports, documents, letters, even that great novel can be created, edited, stored on diskette, and printed at any time. Move the cursor anywhere on the screen and make the changes you want. Move document portions from one area to another. Change an uppercase character to lowercase by pressing one key. See each page displayed on your TV screen and get everything right before you print it. Anyone who types or writes—teachers, writers, college students, secretaries and entrepreneurs—will find the ATARI Word Processor a great tool for text editing. Neatly packaged in its own binder containing a six-lesson instructional program, reference manual, one program diskette, one training data diskette (can also be used partially for backup) and an audio cassette for training. Requires the ATARI 800 Home Computer, ATARI 810 Disk Drive, ATARI 850 Interface Module and ATARI 825 80-Column Printer (or suitable letter-quality printer).

Minimum RAM requirement: 48K



THE HOME FILING MANAGER (CX415)

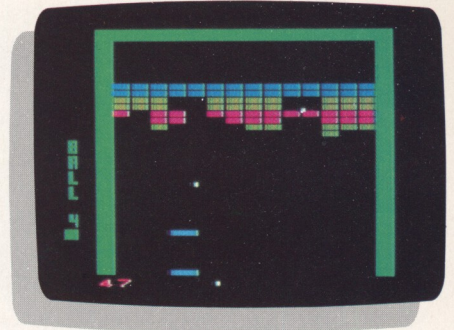
A new way to organize your files. Create, store, edit, and retrieve information stored by your Home Filing Manager program. The Home Filing Manager allows you to catalog and file items such as tools, books, addresses, birthdates, Holiday card lists—anything you can think of to help you organize your records, reports, or belongings. Easy to use and amazingly flexible, this program gives you a whole new way to organize your records by creating your own private files. Two program diskettes complete with instruction manual. Requires ATARI 810 Disk Drive. Printer optional.

Minimum RAM requirement: 16K
Estimated availability third quarter 1982.

Home Entertainment

Incredible Computer Games

Bring the quality of coin-operated computer games into your home. You'll find the ATARI Home Computer version of PAC-MAN is virtually identical to its incredibly popular coin-operated counterpart. Visit a bustling, enchanted garden with Centipede. Star Raiders puts you in the seat of a starfighter battling Zylons in space. Considered by many experts to be the hottest space game available. Challenge an honest dealer at Blackjack or develop your chess skills. Video Easel transforms your TV screen into a kaleidoscope of colors and you're the artist! Discover any one of Atari's captivating computer games and unlock the secret to hours of exhilarating fun. A wealth of excitement packed games awaits you at the keyboard of your ATARI Home Computer!

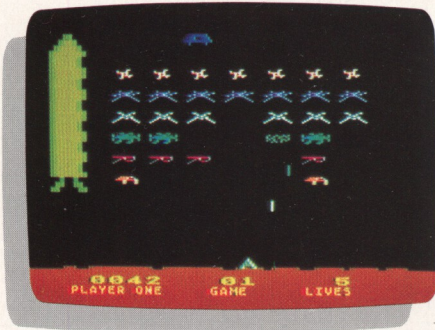


SUPER BREAKOUT (CXL4006)

The Great Escape! Smash your way through a wall of multi-colored bricks! Your score goes up as you knock a hole through the wall—then watch the unbelievably fast action as the ball ricochets madly between the backboard and the bricks.

Four game versions include Breakout, Progressive, Double and Cavity, an intriguing variation in which trapped balls are released as you knock through the bricks. Up to eight players can compete against each other with this cartridge. For all ages. Requires Paddle Controllers. One program cartridge complete with instruction manual.

Minimum RAM requirement: 8K



SPACE INVADERS (CXL4008)

Attack the aliens. Strange creatures from outer space threaten our moon base. Your mission is to destroy the aliens with your laser cannon before they reach the surface. When you think you've destroyed them all, a new army of invaders appears. But watch out! The aliens have weapons too. One program cartridge complete with instruction manual. One or two players; 12 game combinations. Uses Joystick Controllers.

Minimum RAM requirement: 8K

BLACKJACK (CON'T)

home—and without risking a penny. Play one of the world's best-known casino card games. As the cards are dealt, they appear on the screen. Tension mounts as you bet and decide whether to stand, draw another card, or double down in an effort to hit 21. Learn all the rules of the game or practice to your heart's content. Get ready for that next trip to the Blackjack table! Cassette comes with complete instructions. Requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder.

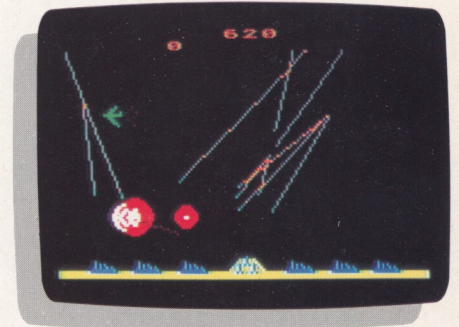
Minimum RAM requirement: 8K



BASKETBALL (CXL4004)

Slam Dunk! The clock's ticking off the last few seconds. The other guy has the ball. The game's tied. You press hard. Force a wild shot, then make a spectacular break for the winning basket. You can dribble, shoot, pass, block shots, and even steal the ball with this cartridge program. One to four players can play with each other or against the computer. One program cartridge complete with instruction manual. Uses Joystick Controllers.

Minimum RAM requirement: 8K



MISSILE COMMAND (CXL4012)

Defend our civilization. Use your anti-ballistic missile (ABM) system to protect six major cities against incoming ballistic missiles (ICBM) armed with nuclear warheads. Guard against killer satellites, bombers, and "smart" bombs that dodge your ABM fire.

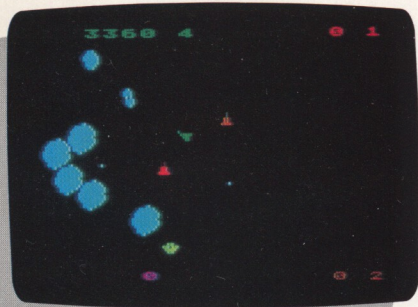
Each wave of ICBMs becomes harder to destroy. The game lasts until all your cities have been destroyed. This one- or two-player game has six difficulty levels and three variations. One program cartridge complete with instruction manual. Requires Joystick Controllers.

Minimum RAM requirement: 8K



BLACKJACK (CX4105)

Bring home the thrill of the casinos. Play against a dealer you can trust. The ATARI Home Computer plays by the rules. You set the bet. Here come the cards. A jack, now an ace, blackjack! You've won! Right at



ASTEROIDS (CXL4013)

Captive in outer space. Your spaceship is trapped in a deadly asteroid belt and you must explode the drifting boulders before they destroy you. But watch out for enemy spacecraft!

Rocket through space in all directions, firing your missiles to protect your spaceship. Score points by destroying the asteroid boulders and enemy spacecraft. Up to four can play as a team against the asteroids or against each other and the asteroids. Asteroids has 32 game variations. One program cartridge complete with instruction manual. Requires Joystick Controllers.

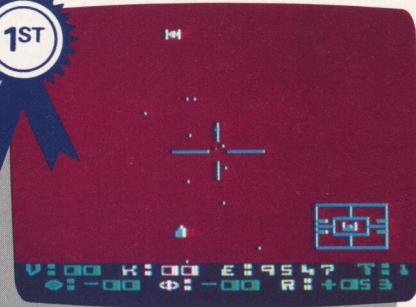
Minimum RAM requirement: 8K



VIDEO EASEL (CXL4005)

Paint by computer. Use your Joystick Controller or the computer keyboard to create richly colored designs. Then watch as the computer expands and modifies your original design indefinitely. Though not a game in the competitive sense, Video Easel is a fascinating, entertaining, and educational experience. Capabilities include drawing, preprogrammed "painting" and "Life," a game of exploration and discovery. One program cartridge complete with instruction guide. Requires Joystick Controllers.

Minimum RAM requirement: 8K

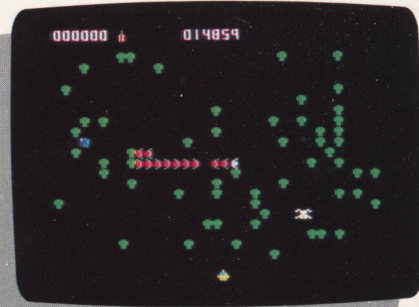


STAR RAIDERS (CXL4011)

**1982
COMPUTER GAME
OF THE YEAR!***

Your battleground is the entire galaxy. Meteors fly through space. Fleets of Zylon fighters surround and attack your starbases. Add speed with your ion engines and close in on your target. Lock it into your gunsight crosshairs and blast the Zylon into glowing embers with your photon torpedoes. One player. Program cartridge, complete with instruction manual. Four skill levels. Requires Joystick Controller.

Minimum RAM
requirement: 8K
*Awarded By Video
Magazine



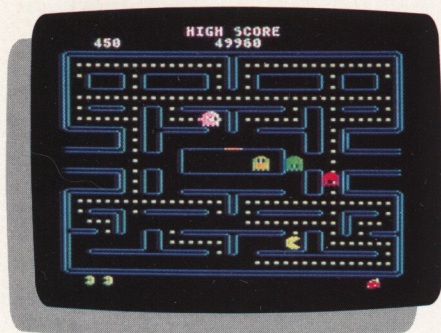
CENTIPEDE (CXL4020)

Blast those bugs! Centipedes, spiders, fleas, and scorpions have invaded your garden patch and you must blast them with your "bug blaster" before they get to you!

Fire away at each segment of the centipede; blast the spider, scorpions scurry and fleas hop through your garden patch. Each bug has its own unique powers and sounds. You have to keep your eye on these bugs or they will attack you. One program cartridge. For one or two players. Complete with instruction guide. Requires a Joystick Controller.

Minimum RAM requirement: 16K
Estimated availability third quarter 1982.





PAC-MAN (CXL4022)

Get movin' PAC-MAN! It's a race to gobble up all of the dots and stay away from those four sneaky goblins in the ATARI Home Computer version of this popular coin-operated game. Make your way through the maze by using your Joystick Controller. Eat an energy dot and the ghosts turn blue. Turn and catch them to raise your score. This game has nineteen levels of difficulty. A colorful and helpful instruction manual comes with the game so that you can learn how to increase your skill level. Enjoyed by all ages. One program cartridge complete with instruction guide. Joystick Controller required.

Minimum RAM requirement: 16K

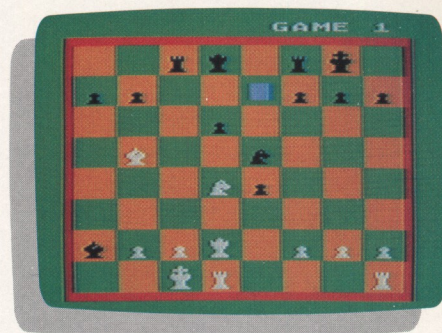


CAVERNS OF MARS (CX8130)

Conquer and escape! Maneuver your spacecraft into the depths of the most dangerous caverns beneath the planet Mars. Dodge the rubble-strewn walls of the caverns, guide your rocket down towards the aliens' stronghold at the bottom of the cavern. Get to the bottom. Activate the bomb and escape!

Dodge mines that float in mid-air, destroy enemy ships, and enemy fuel storages. Use your joystick to fire lasers. There are four skill levels in this exciting game. Instruction manual included. One program diskette; for one player; uses a Joystick Controller. Requires ATARI 810 Disk Drive.

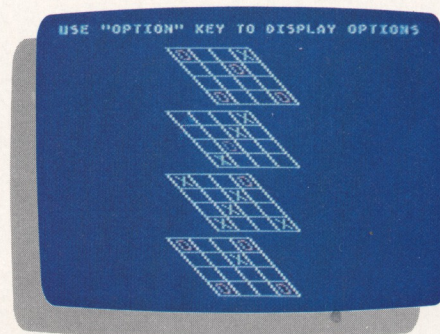
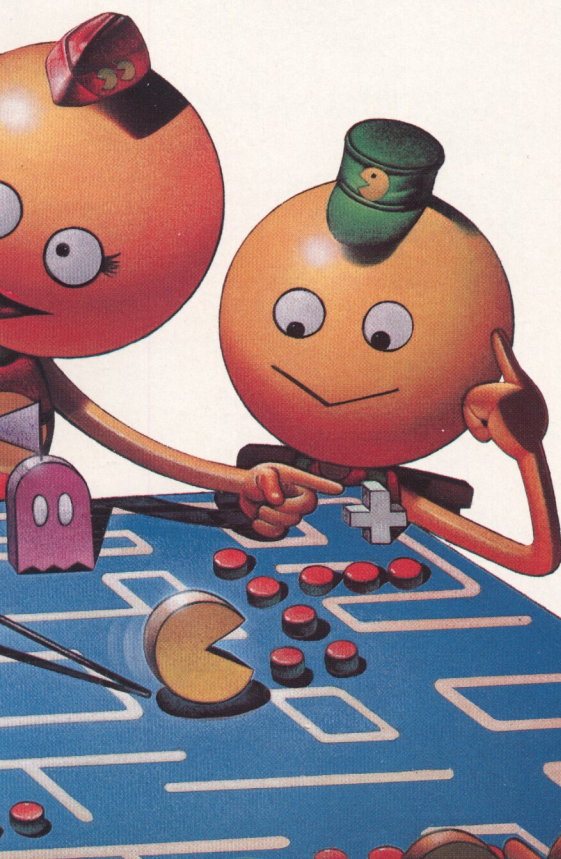
Minimum RAM requirement: 16K



COMPUTER CHESS (CXL4009)

Computer Chess for anyone from novice to master. Play chess against the computer and set your own level of difficulty. Make your moves using an ATARI Joystick Controller, so you concentrate on the board, not what keys to press. Do special moves like "castle" or "en passant" (but don't forget-so can the computer). Set up the board for a particular chess problem or a famous game situation. Look out chess champs! Here come the ATARI Home Computer chess masters! Instant load, plug-in program cartridge. Complete with instruction booklet. Joystick Controller required.

Minimum RAM requirement: 8K



3-D TIC-TAC-TOE (CXL4010)

Meet the challenge! Play Tic-Tac-Toe from a three-dimensional perspective. Match wits with the computer or compete against another player. This game cartridge program also contains Bottoms-Up, a variation of 3-D Tic-Tac-Toe. Both games for one or two players. One-player games feature eight levels of difficulty. Joystick Controllers required.

Minimum RAM requirement: 8K



BIORHYTHM (CX4107)

Plot your personal highs and lows. Determine the low, critical, and peak periods of your own personal physical, intellectual, and emotional cycles with this cassette program.

By giving your ATARI Home Computer your birthdate you can plot a biorhythm chart on your television screen or optional ATARI Printer. 8K and 16K RAM versions are on alternate sides of the cassette. Complete with instruction manual. Requires the ATARI BASIC cartridge and the ATARI 410 Program Recorder.

Minimum RAM requirement: 8K

Create

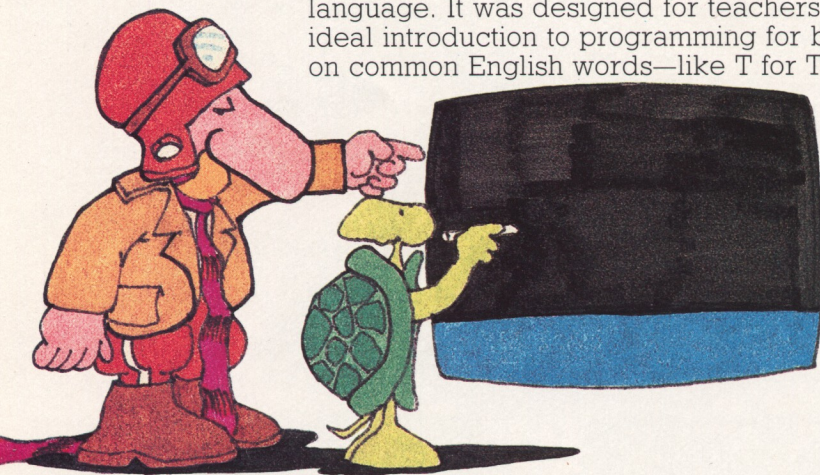
With an ATARI Programming Language

Start at your own level and go as far as you want to go . . . from the simple power of ATARI PILOT to the advanced techniques of ATARI Macro Assembler. Each ATARI programming language has unique capabilities to help you learn, help you create, help you unlock the secrets of your ATARI Home Computer on your own.

PILOT (With "Turtle" Graphics)

PILOT (Programmed Inquiry, Learning Or Teaching) is a simple yet powerful programming language. It was designed for teachers to create interactive educational programs, so it's an ideal introduction to programming for both children and adults. The commands are based on common English words—like T for TYPE, J for JUMP, M for MATCH. And PILOT is text-

oriented, so it's easy to write stories to help your children learn to read, grasp concepts, and understand computers all at the same time. "Turtle" graphics offer an intuitive approach to creating intriguing color pictures on the screen. PILOT sound can create tunes using up to four simultaneous voices. And PILOT control capabilities can be used for accessing files on diskette or cassette (including the use of synchronized pretaped audio for enhancing instructional programs), even for print-outs using an ATARI Printer. PILOT comes on a plug-in cartridge. ATARI 810 Disk Drive and ATARI Printer optional. Suitable for ages 8 to adult.

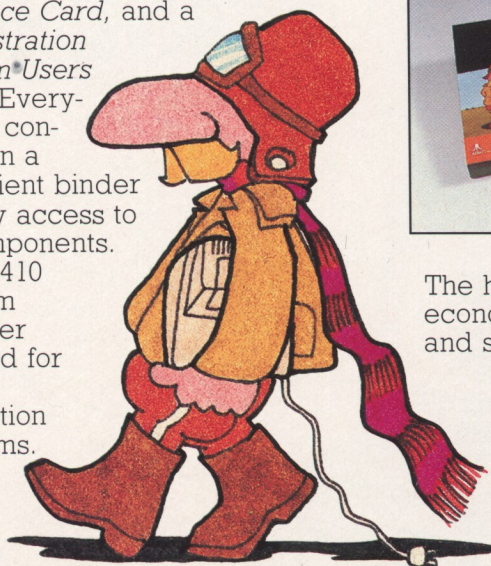


PILOT (Educators' Package) (CX405)



The educators' package comes with two cassettes illustrating programs for kids, graphics capabilities, and uses for teachers and business

people. The package also comes with a comprehensive *PILOT Primer* for beginners, a *Student PILOT Reference Guide*, a *Pocket Reference Card*, and a *Demonstration Program Users Guide*. Everything is contained in a convenient binder for easy access to the components. ATARI 410 Program Recorder required for PILOT application programs.



PILOT (Home Package) (CXL4018)



The home package has been economically designed for home and student use. It includes the same PILOT language cartridge, the *Student PILOT Reference Guide* and a *Pocket Reference Card*.

ATARI BASIC (CXL4002)

BASIC (*Beginners All-Purpose Symbolic Instruction Code*) is simple enough to let you get started in programming now, yet challenging enough to let you keep exploring for a long time to come. BASIC's flexibility and learning ease have made it the standard among languages available for home computers. ATARI BASIC has the ability to put your ATARI Home Computer's player/missile graphics and 4-voice sound capabilities to full use.

Advanced commands such as PEEK and POKE and the ability to call up assembly language subroutines let you probe deeply into the inner wizardry of the ATARI Home Computer. ATARI BASIC is a floating-point BASIC with 9- to 10-digit numeric precision. And all ATARI Home Computer peripherals are fully accessible through BASIC. (This cartridge is not provided with the ATARI 400 Home Computer, but is included with the ATARI 800 Home Computer which also comes with the *ATARI BASIC Self-Teaching Guide* and the *ATARI BASIC Reference Manual*.)

Learn ATARI BASIC with our *An Invitation to Programming* series. Three packages help you get started and quickly pick up new techniques. See page 16 for details.

Minimum RAM requirement: 8K

ATARI Microsoft BASIC (CX8126)

For more advanced uses, discover the more flexible, more powerful BASIC. ATARI Microsoft BASIC makes programs written in this popular language readily adaptable for use with your ATARI Home Computer. Language extensions provide convenient access to sound and graphics capabilities. Accompanying documentation explains the use of the new language features provided, plus special information on hardware support for player/missile graphics, character set definition, and color and sound parameters.

ATARI Microsoft BASIC offers many additional powerful commands. It is faster than ATARI BASIC and provides greater floating point precision (to 14 digits). ATARI Microsoft BASIC's features make it particularly appropriate for the experienced software developer. ATARI Microsoft BASIC comes on 1 diskette. The ATARI 800 Computer and the ATARI 810 Disk Drive are required.

Minimum RAM requirement: 32K

Assembler Editor (CXL4003)

Assembly language is the command code system built into the ATARI Home Computer's 6502 microprocessor. So when you use the ATARI Assembler Editor, you're actually speaking the computer's own language. Advanced users can write faster, more efficient programs in assembly language, then perfect them by single-stepping through and observing how

memory and the processor's registers are affected by each instruction. Store programs at any time on cassette or diskette and recall them later for editing or execution. The Assembler Editor cartridge comes with a users manual to help you access the capabilities of your ATARI Home Computer.

Minimum RAM requirement: 8K

ATARI Macro Assembler and Program-Text Editor (CX8121)

The ATARI Macro Assembler and Program-Text Editor offer the ultimate in software development capabilities for the most advanced ATARI Home Computer users. Macro Assembler is a fast assembler of 6502 assembly code capable of sophisticated programming techniques such as macro definition, library file references, conditional assembly, listing control, and cross-reference tables. Program-Text Editor allows fast creation and editing of program text files with automatic file backup. Powerful editing commands make modifications straightforward. This package includes two manuals and a quick reference guide. ATARI Macro Assembler and Program Text Editor come on one diskette. ATARI 810 Disk Drive required. Printer optional.

Minimum RAM requirement: 32K

Discover

the Four Secrets of ATARI Home Computer

Secret #1 Modular Design.

You don't have to be an electrician to custom tailor your home computer system. The secret? Atari's modular design. Start with an ATARI Home Computer and an ATARI Program Recorder or ATARI Disk Drive. Then add programs and accessories. Atari specifically designed these computers in a modular fashion for easy expandability.

ATARI Program Cartridges are ready-to-use packages. Get the system you need today. Then expand it as your needs increase. Your ATARI Computer retailer is an expert who can help you make the right decisions in choosing the system that fits your needs.



Secret #2 Creative Space.

Expand your ATARI 800 Home Computer to let it do bigger jobs. The secret? ATARI Memory Modules allow you to add hard-working memory in 16K steps. Lift the console cover and push the ATARI Memory Modules into the slots provided. Many Atari programs require no more than 8K or 16K of Random Access Memory (RAM) to run, but more complex programs like The Bookkeeper require fully expanded 48K systems. Added memory lets you sort more names and addresses with Mailing List, analyze more facts and figures with Statistics I, or write longer programs with ATARI programming languages. Whether it's that novel you've been thinking of writing with the ATARI Word Processor, or the musical score you'd love to record with the Music Composer. ATARI Memory Modules give your creativity enough space to flourish.



Secret #3 Easy-To-Use Programs

Whether you're after entertainment, education, or home office programs, your ATARI Home Computer is ready. The secret? ATARI programs are friendly. ATARI'S solid state cartridges are particularly easy to use. Open the console cover and pop one in. Snap the cover shut and the program appears on the screen. Or use the ATARI 810 Disk Drive. Slip in a program diskette, close the disk drive door, and turn on the computer. The computer is ready to go. With the ATARI Program Recorder, you simply insert a program cassette, type "CLOAD" and press RETURN to load the program. At the READY sign, type "RUN" and press RETURN. Away you go! All ATARI Home Computer programs are friendly. In fact, many programs are designed for children to operate by themselves. There's also the ATARI Program Exchange (APX) which makes available a wide variety of exciting and interesting user-written programs and useful accessories.



Secret #4 Convenient Peripherals.

ATARI Home Computer peripherals are designed for convenience. The secret? They simply plug in. Link them in daisychains. Connect your ATARI 810 Disk Drive to your ATARI 800 Computer. Then connect the ATARI 822 Thermal Printer to the disk drive . . . and so on. For even more expandability, plug in the ATARI 850 Interface Module. Connect the ATARI 830 Acoustic Modem and use the TeleLink I cartridge to turn your ATARI Home Computer into a window to the world, bringing networks of news and information into your home over your standard telephone. You can connect with the program libraries of large computers and greatly increase the number of applications available to you. Also, a variety of other accessories like graphics tablets, plotters, even daisy-wheel and graphics printers are available from other companies.



Discover

The ATARI 400 Home Computer (The

Discover the ATARI 400 Home Computer. It's so well-designed it's easy for just about anybody to use after only a few instructions.

It's a perfect choice for beginners. Its flexibility means your ATARI 400 Home Computer system can grow with you. So you can build just the right system for you.

Begin with one of the ATARI starter kits like The Educator to make learning fun or to give your children an educational advantage. Or buy The Communicator II kit and bring home a world of instant news and information. Purchase The Entertainer kit and get Star Raiders and Missile Command—two really challenging games that'll put you "into orbit."

Get The Programmer kit and teach yourself to write your own computer programs. Programs that can help you solve financial and scientific problems or play computerized music. Even create your own game programs!

All in all an ATARI 400 Computer is a rewarding investment in you and your family's future. Affordably priced, well built, incredibly flexible, stimulating, educational, and entertaining.

Buy an ATARI 400 Computer today and discover how far you can go.

1 Discover musical sounds and computerized sound effects through your TV set created by four independent voices covering $3\frac{1}{2}$ octaves. You control volume and tone for each voice.

2 Get audible keyboard prompts from a built-in internal speaker.

3 Discover colorful, captivating graphic effects (with your own color TV).

4 Advanced spillproof and childproof design uses pressure-sensitive, wipe-clean monopanel keyboard. It has full alphabetic, numeric, graphic, and control function keys.

5 To play some of the world's best computer games just plug in an ATARI Home Entertainment program cartridge. Joystick or Paddle Controllers (optional).

6 Take control with four main function keys.

7 The ATARI Educator programs make the ATARI 400 Computer perfect for a learning or teaching tool.

8 Complete with a 16K programmable memory, capability enough to get you started using many programs.



Basic Computer)

9 Your ATARI 400 Home Computer is affordably priced so it's ideal as a basis for a computer communications system.

10 Your ATARI Home Computer easily connects to other work-saving ATARI computer devices such as: ATARI printers, program recorder and telephone connection "modem" through an easy-to-use, side-mounted jack.

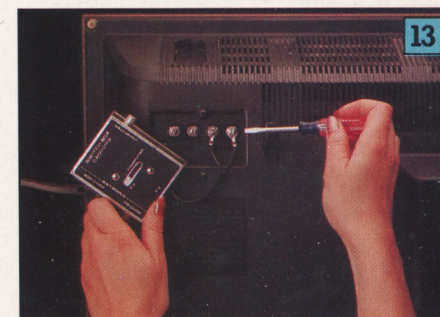
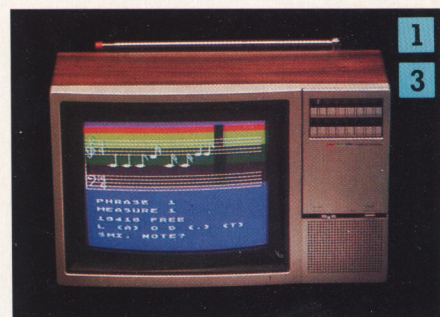
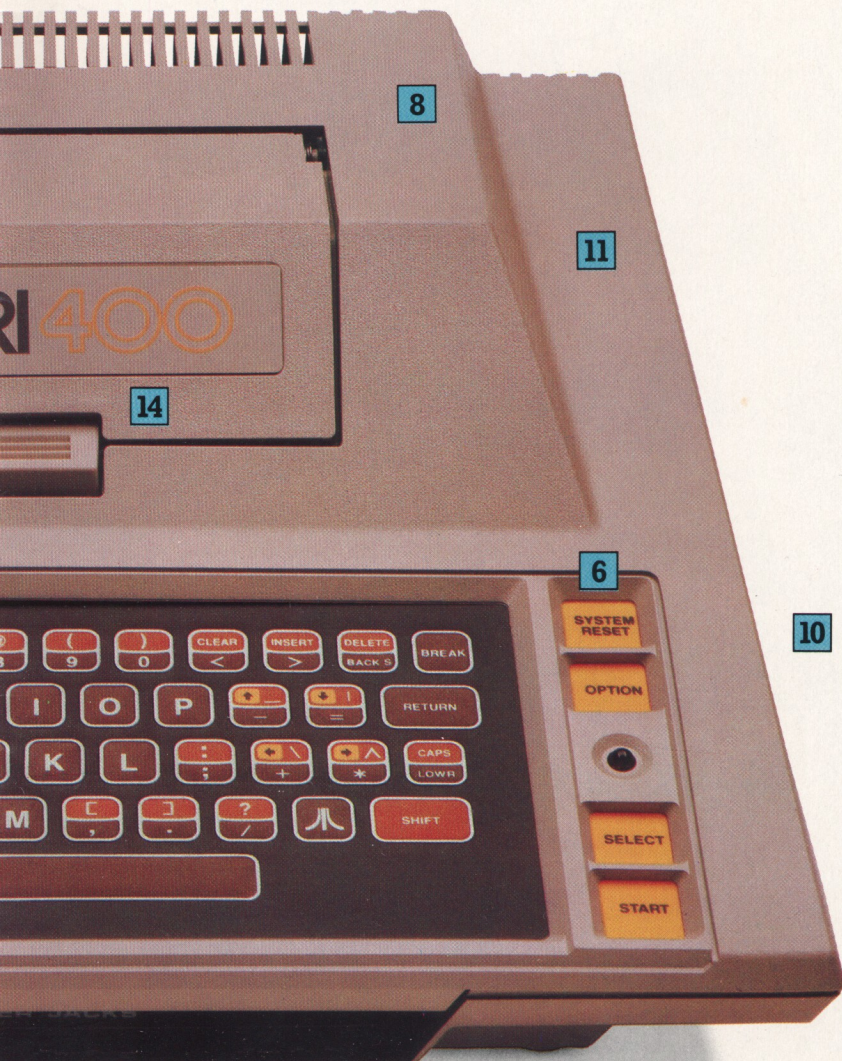
11 Rugged, attractive ATARI 400 Computer cabinet should withstand years of usage.

12 Complete with detailed step-by-step manual.

13 All cables provided-only a screwdriver needed for set-up.

14 Reduction of Radio Frequency Interference (RFI) due to exclusive diecast shielding. Lower TV interference, FCC approved operation.

15 No programming knowledge necessary, dozens of ready-to-use programs are available.



Discover

The Secrets of The ATARI 800 Home

The ATARI 800 Home Computer is a powerful, personal tool to use in your home. The secret? Atari designed it from the ground up as a home computer.

No computer programming knowledge is necessary. The secret? Hundreds of ready-to-use programs are available for your ATARI Computer.

Your ATARI 800 Home Computer will work with any ATARI Computer software available now or soon to be available. The secret? The memory size of your ATARI Computer can be increased by you with plug-in Memory Modules.

Use your ATARI 800 Home Computer for home study to give your children a valuable educational advantage. The secret? ATARI ready-to-use, educational programs.

Use your ATARI 800 Home Computer to build a home office. The secret? Powerful prewritten programs. Manage home files or use your ATARI 800 Computer as a powerful word processor. You'll find it will help increase your productivity. The secret? The ATARI Word Processor program lets you print out perfect copies in minutes! Put 60 typewriter-size pages on a single diskette for instant fingertip access.

Discover your ATARI 800 Home Computer's excellent color graphics. Play some of the world's best computer games like PAC-MAN, Centipede, Asteroids, Missile Command, Star Raiders or dozens of others.

Discover the secrets of the ATARI 800 Home Computer. Bring home your ATARI 800 Computer now and start enjoying the future today.

1 Discover full-color operation. Attaches easily to a color TV set for colorful, captivating, graphic effects. Choose from 256 hues: 16 colors and 16 different intensities. (Operates with any standard TV set tuned to channel 2 or 3.)

2 Discover color graphics beyond compare. The ATARI secret? A custom-made computer "chip" called ANTIC that nobody else's computer has inside.

3 Video monitor jack for connection to a video monitor in addition to a TV set, if desired.

4 Sturdy computer console should withstand years of use.

5 Discover musical sound and computer sound effects through your TV set's speaker. The ATARI secret? Four independent sound voices covering 3½ octaves, variable volume and tone for each voice.

6 Compose computer music or create your own games with custom sound effects! The ATARI secret? A second custom-made computer chip for sound functions helps do this job.

7 Discover "keyboard comfort". The ATARI Secret? The ATARI 800 Computer's familiar full-stroke, typewriter-like keyboard. It means fast, easy data entry. Contains a total of 57 alphanumeric keys including four special function keys. Upper/lowercase.

8 Inverse video lets you emphasize letters and numbers on the screen.



Computer and Start Enjoying the Future Today

9 Full screen editing. Four-way cursor control. 29 graphics keys.

10 Powerful plug-in 10K Read-Only Memory (ROM) Operating System (included) relieves the main memory from screen operation functions and allows greater flexibility and expandability.

11 Supplied with 16K Random Access Memory (RAM) to get you started. Dozens of programs and components available to use with 16K-equipped ATARI Computers.

12 It's easy to expand your ATARI 800 Home Computer memory. The ATARI secret? Just plug in ATARI Memory modules. You can add in 16K steps up to 48K for flexibility in choosing or writing programs.

13 Complete with detailed step-by-step *ATARI BASIC Self-teaching Guide*, *Owner's Guide*, *ATARI BASIC Reference Manual*, and an ATARI BASIC Program Cartridge.

14 Discover that no knowledge of computer programming is necessary. The ATARI secret? Dozens of ready-to-use ATARI programs and hundreds of other prewritten programs from outside sources.

15 Reduction of Radio Frequency Interference (RFI) due to exclusive diecast shielded plug-in area. Lower TV interference, FCC approved operation.

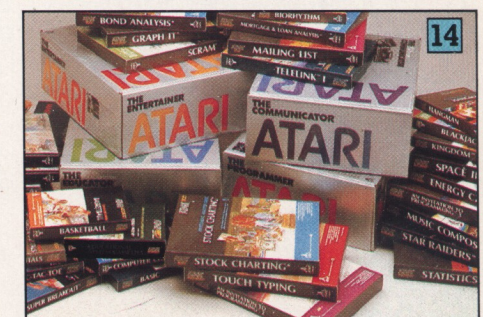
16 Easily connects to other ATARI computer devices such as: printer, disk drive, program recorder and communications modem through a convenient side-mounted jack.

17 Four front-mounted controller jacks. Just plug in a Joystick or Paddle Controllers (optional), drop in an ATARI Program Cartridge (optional) and you're ready to start playing some of the world's best computer games.

18 Versatile, visual display offers three text modes: 24 lines of 40 characters, double-width characters or double-width and double-height characters.

19 Inside there's a powerful 6502B microprocessor—the "brain" of your ATARI 800 Home Computer.

20 Just hook your ATARI Computer to a TV, plug in a ready-to-use program cartridge, close the computer cover, and the program appears on your TV screen. All cables provided—only a screwdriver (optional) needed for set-up.



Save Those Valuable Discoveries!

Any computer can only store information in memory while it is switched on. So you need a way of permanently storing the programs and information you create. With the ATARI 410 Program Recorder or ATARI 810 Disk Drive, it's easy to write a program on your computer one day, then load it back in the next day—or the next year.

The Economical ATARI 410 Program Recorder

Using ordinary cassette tape, the ATARI 410 Program Recorder is the economical way to store and reload programs in any programming language: ATARI BASIC, PILOT, or assembly language. Since many of Atari's most popular programs (States & Capitals, Scram, Hangman, and more) come on cassette, you'll probably want to add the ATARI 410 Program Recorder to your computer system right away.

- Convenient one-plug connection to your ATARI 400 or ATARI 800 Home Computer.
- Two channels—one for computer programs or data, one for sound. Many ATARI program cassettes come with explanatory soundtracks that will play through your television speaker.
- Easy-to-operate pushbutton controls for RECORD, REWIND, PLAY, ADVANCE, STOP/EJECT, and PAUSE.
- Extra safety for your valuable information is assured by a built-in erasure prevention system.
- Automatic end-of-tape shut off means long life for both recorder and cassettes.

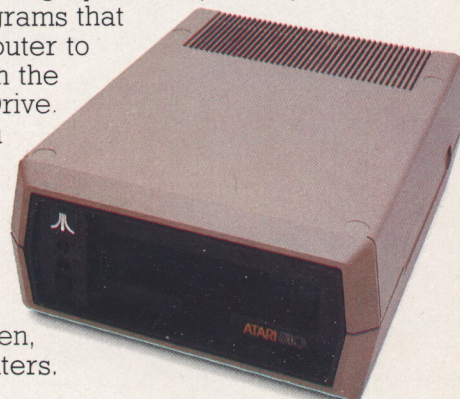


The Efficient ATARI 810 Disk Drive

Imagine storing up to 60 pages of text on a thin, plastic diskette just 5-1/4 inches in diameter. Imagine accessing and loading your program or data files in just a few seconds—with just a few simple commands. The ATARI 810 Disk Drive provides this kind of fast, efficient data storage. Use with a variety of programs, including the ATARI Word Processor, The Home Filing Manager or any ATARI programming language. Requires a minimum of 16K RAM (24K to 48K RAM for most applications).

- Connects directly to the ATARI 800 Computer.
- Store up to 60 pages of text or program information (up to 88,375 bytes) on one compact 5-1/4" diskette.
- Access files in just a fraction of a second using simple commands from the computer keyboard.
- For more storage capability, up to four ATARI 810 Disk Drives may be connected to and individually accessed by the ATARI 800 Home Computer.
- Comes complete with an ATARI 810 Master Diskette II (DOS II), a formatted diskette for data storage, plus an owner's guide, *Introduction to the Disk Operating System* and *Disk Operating System Reference Manual*.

The Disk Operating System II (DOS II) is a collection of programs that allows your computer to communicate with the ATARI 810 Disk Drive. DOS enables you to store and retrieve programs, load and save binary files, and move files to and from memory, the screen, diskette and printers.



Get it

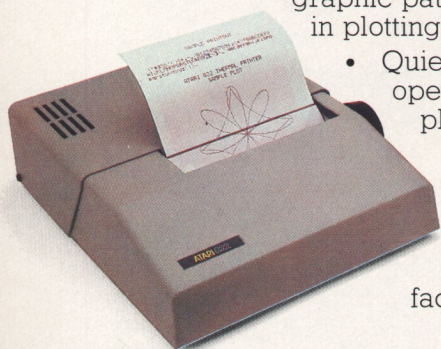
in Writing With an ATARI Printer

Take a close look at what you've written, analyze and make notations on program listings for debugging purposes, create tables, charts and graphs for records or reports, write notes, memos, or whole pages of text. No matter what kind of computing job you have, there's a versatile ATARI Printer to help you get it done. All three ATARI Printers provide efficient operation and versatile character sets for almost any application.

ATARI 822 40-Column Thermal Printer

Here's an economical way to add printing capability to your ATARI Home Computer.

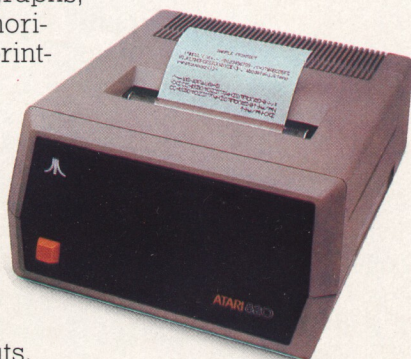
- Print text, list programs, or save equations using the ATARI 822 Printer's 96-character set of letters, numbers, and punctuation.
- Generate graphs and charts or create intriguing graphic patterns with the built-in plotting capabilities.
- Quiet thermal printing operation—comes complete with a roll of thermal paper installed.
- Connects directly to your ATARI Home Computer via the serial interface port.



ATARI 820 40-Column Printer

The ATARI 820 Printer delivers printing capability in a modular package.

- Precise printing and easy readability are yours thanks to the 5x7 dot-matrix impact print head.
- Extra flexibility for graphs, and charts utilizing horizontal and vertical printing capabilities.
- Uses standard adding-machine style paper.
- Front-mounted paper advance button and serrated tear-off bar for convenient "rip-and-read" of printouts.



ATARI 825 80-Column Printer

The ATARI 825 80-Column Printer is a versatile dot matrix impact printer that's useful for a variety of printing tasks—from listing programs to word processing. It prints lines up to 8-inches long on three kinds of full-sized paper—single sheets, computer-grade fanfold (including three-part forms), and roll paper. Its versatile character modes let you add emphasis, justify left and right margins, and more. The ATARI 825 Printer connects to the ATARI 850 Interface Module, which is required for operation.

- Versatile character printing modes include standard (10 character per inch), condensed (16.7 CPI), and proportional (14 CPI average).
- Sharp, easy-to-read printouts thanks to the high-resolution matrix print head (7 dots×8 dots in 10 CPI print mode).
- Emphasize heads and captions utilizing elongated print mode—lets you print any character set double width.
- Tractor feed drive for precise alignment of fanfold computer paper.
- Takes standard 8-1/2" wide paper—print on business stationery, fan fold computer paper, or economical roll paper.
- Use with the ATARI Word Processor, The Book-keeper accounting program, or any other application where full-size printouts are a must.



Connect with the Outside World

ATARI 850 Interface Module

The ATARI 850 Interface Module lets you connect your ATARI 400 or ATARI 800 Home Computer to a wide range of accessories including the ATARI 825 Printer and the ATARI 830 Acoustic Modem. Four RS232C-compatible serial ports allow you to explore other computer connections, including digitizers, plotters, sensors or controllers.

- Connects directly to your ATARI 400 or ATARI 800 Home Computer via the serial interface port.
- Connect the ATARI 825 80-Column Printer to its own 8-bit parallel interface port.
- Four RS232C-compatible interface ports let you access a wide range of accessories including the ATARI 830 Acoustic Modem.



ATARI 830 Acoustic Modem

Connect to the exciting world of instant information. The ATARI 830 Acoustic Modem (modulator/demodulator) translates digital information from your computer into acoustic tones that can be sent and received via standard telephone lines. Gain access to computer data bases, and information such as weather, transportation schedules, entertainment events, electronic mail . . . even computer programs.

- Access a variety of services including COMPUERVE INFORMATION SERVICE, DOW JONES NEWS/RETRIEVAL SERVICE, and THE SOURCE, AMERICA'S INFORMATION UTILITY, using the ATARI 830 Acoustic Modem, the ATARI 850 Interface Module and the ATARI TeleLink I cartridge.
- Standard transmission and receiving frequencies allow the modem to communicate with almost any other computer's modem, including the Bell 103/113 series.
- Sends and receives data quickly—up to 300 bits per second.



Add Useful Accessories

Develop keen hand-eye coordination. Your ATARI Home Computer becomes an action arcade when you add Joysticks or Paddle Controllers. Both plug into the front of your computer, for responsive interaction with Atari's many exciting games.

- ATARI CX30-04 Paddle Controller Pair
- ATARI CX40-04 Joystick Controller Pair
- ATARI CX40 Single Joystick Controller



Many of the following accessories are supplied with the appropriate ATARI Home Computer products. Look for these when you need replacements or extras.

- CX853 16K RAM Memory Module
- CX81 ATARI I/O Data Cord (5 feet)
- CX86 Printer Cable (Included with ATARI 825 Printer)
- CX87 Interface/Modem Cable (Included with ATARI 830 Acoustic Modem)
- CX88 Interface/Terminal Cable (Used with ATARI 850 Interface Module to connect to an RS232C-compatible device)
- CX89 Monitor Cable (Color Monitor)
- CX82 Monitor Cable (Black and White Monitor)
- CA014746 TV Switch Box (Includ-

ed with ATARI 400 and ATARI 800 Computers)

- CA014748 Power Adapter (Included with ATARI 400 Computer, ATARI 800 Computer, ATARI 822 Printer, and ATARI 850 Interface Module)
- CA017964 ATARI 810 Power Adapter
- C014854 ATARI 820 Printer Ribbon
- C014062 ATARI 820 Printer Paper (Roll Paper)
- C016345 ATARI 822 Thermal Printer Paper (2 rolls)
- CA016087 ATARI 825 80-Column Printer Ribbon (3 per box) (one included with ATARI 825 Printer)
- C016233 ATARI 825 80-Column Printer Paper (Roll Paper)
- CA016751-01 ATARI 830 Acoustic Modem Power Adapter (Included with ATARI 830)
- CX8100 ATARI 810 Blank Diskettes (5 per box)

Hardware Product Features

ATARI 400 HOME COMPUTER

COLOR CAPABILITIES: Choose from 16 colors and 16 intensities (128 displayable colors, 256 total hues).

SOUND: Four independent sound voices for musical or game sounds. Three and one-half octaves. Variable volume and tone for each voice.

DISPLAY: Three text modes: 24 lines of 40 characters, double-width characters, or double-height, double-width characters. Nine graphics modes: From 40 columns by 24 rows up to 320 columns by 192 rows.

RAM: 16K bytes of RAM included.

ROM: 10K Read-Only Memory operating System included.

KEYBOARD: Pressure-sensitive, wipe-clean, monopanel keyboard.

CPU: Central Processing Unit, 6502B microprocessor, 0.56 microsecond cycle, Clock Speed, 1.8 MHz.

SPECIAL FEATURES: Three customized integrated circuits.

DIMENSIONS: 13-1/2" x 11-1/2" x 4-1/2".

ACCESSORIES INCLUDED: AC Power Adapter (UL approved), TV Switch Box, ATARI Owner's Guide.

ATARI BASIC cartridge not included.

POWER: 120 VAC, 19 W.

ATARI 800 HOME COMPUTER

COLOR CAPABILITIES: Choose from 16 colors and 16 intensities (128 displayable colors, 256 total hues).

SOUND: Four independent sound voices for musical or game sounds. Three and one-half octaves. Variable volume and tone for each voice.

RAM: 16K bytes of memory included. Expandable in 16K increments up to 48K RAM with user-installed Memory Modules.

ROM: 10K Read-Only Memory Operating System included.

KEYBOARD: 57 Alphanumeric keys plus 4 special function keys. Upper- and lowercase. Inverse video. Full screen editing. Four-way cursor control. 29 Graphics keys.

DISPLAY: Three text modes: 24 lines of 40 characters, double-width characters, or double-height, double-width characters. Nine graphics modes: From 40 columns by 24 rows up to 320 columns by 192 rows.

CONNECTORS: Audio/video line outputs, 5-pin DIN plug.

CPU: Central Processing Unit, 6502B microprocessor. 0.56 microsecond cycle. Clock Speed, 1.8 MHz.

SPECIAL FEATURES: Three customized integrated circuits.

DIMENSIONS: 16" x 12-1/2" x 4-1/2".

ACCESSORIES INCLUDED: AC Power Adapter (UL approved), TV Switch Box, ATARI Owner's Guide, ATARI BASIC cartridge, and ATARI BASIC Reference Manual

POWER: 120 VAC, 19 W.

ATARI 410 PROGRAM RECORDER

DATA TRANSMISSION RATE: 600 bits per second.

DATA STORAGE CAPACITY: 100,000 bytes of data storage per 60-minute cassette.

TRACK CONFIGURATION: 4 track, 2 channel (digital data and audio track).

SPECIAL FEATURES: Automatic motor control, record playback volume automatically adjusted.

DIMENSIONS: 9-1/2" x 6-3/8" x 2-3/4".

POWER: 120 VAC, 6 W.

ATARI 810 DISK DRIVE

ROM: Built-in 6507 microprocessor and on-board ROM give automatic stand-by capability.

MAXIMUM DATA TRANSFER RATE: 19.2K bits per second.

DATA STORAGE CAPACITY: 88,375 bytes per standard 5-1/4 inch diskette.

ERROR RECOVERY RATE (soft errors): 1 per 100,000,000 bits read.

ERROR CHECKING: Uses Cyclical Redundancy Check (CRC).

DIMENSIONS: 12" x 9-1/2" x 4-5/8".

ACCESSORIES INCLUDED: AC Power Adapter (UL approved), I/O connector cable, ATARI 810 Master Diskette II, a formatted diskette, ATARI owner's guide, *An Introduction to the Disk Operating System* and *Disk Operating System Reference Manual*.

POWER: 120 VAC, 21 W.

ATARI 822 40-COLUMN THERMAL PRINTER

PRINTING SPEED: 37 characters per second.

PRINTING SPACING: 10 characters per inch. 40 characters per line, full line buffering, upper- and lowercase and point graphics.

CHARACTERS: 96 character ASCII set, 5 x 7 dot matrix.

PRINTER HEAD: Thermal bidirectional look-ahead print head.

SPECIAL FEATURES: Built-in microprocessor.

DIMENSIONS: 9-1/2" x 7-1/2" x 2-3/4".

ACCESSORIES INCLUDED: AC Power Adapter (UL approved), one roll white thermal paper installed.

POWER: 120 VAC, 18 W.

ATARI 820 IMPACT PRINTER

PRINTING SPEED: 40 characters per second.

PRINTING SPACING: Horizontal printing, 40 characters per line, upper- and lowercase alphanumeric; vertical printing, 29 characters per line, uppercase alphanumeric.

CHARACTERS: Horizontal and vertical alphanumeric characters.

PRINTER HEAD: High resolution, 5 x 7 dot matrix, impact design.

ADDITIONAL CIRCUITRY: Built-in 6507 microprocessor, 6532 RAM I/O chip, and 2K of on-board ROM.

DATA ACCURACY: Crystal-controlled for data accuracy.

CONTROLS AND INDICATORS: Power switch, paper advance button, and indicator light.

DIMENSIONS: 12" x 9-1/2" x 5-1/2".

ACCESSORIES INCLUDED: One roll standard paper included 3-7/8" wide x 3-1/4" diameter, available at most stationery stores.

POWER: UL approved. Built-in power supply. 120 VAC, 18 W.

ATARI 825 80-COLUMN PRINTER

PRINTING SPEED: 50 characters per second with 10 characters per inch monospaced; 83 characters per second with 16.7 characters per inch condensed; 80 characters per second (average) with proportional spacing. 22 lines per minute for 80-column operation; 60 lines per minute with 20 column operation.

UNIDIRECTIONAL PRINTING: 5 inches per second.

CHARACTER DENSITY: 10 or 16.7 characters per inch (cpi) monospaced; approximately 14 cpi proportionally spaced (half as many when elongated); 5 cpi double width spaced.

CHARACTERS: 80 per line at 10 characters per inch; 132 at 16.7 cpi.

CHARACTER SETS: Prints three character sets with 96 standard ASCII characters in each set; monospaced 7 x 8 dot matrix characters at 10 characters per inch (cpi); monospaced condensed at 16.7 cpi; proportionally spaced N x 9 dot matrix characters at average of 14 cpi. (N = 6, 7, 8, ..., 18-dot column variable.)

ELONGATED CHARACTERS: All characters can be elongated (printed double width).

PRINT BUFFER CAPACITY: 80 characters at 10 cpi monospaced; 132 characters at 16.7 cpi condensed; 1200-dot columns.

VERTICAL LINE FEED: 6 lines per inch.

LINE FEED: Forward and reverse.

SPACING: Full- and half-line spacing.

JUSTIFICATION: Right margin justification capability with condensed or proportionally spaced characters.

RIBBON SYSTEM: Continuous ribbon feed.

THREE-WAY PAPER HANDLING: Roll, fanfold, and single sheets.

OTHER CAPABILITIES: Descenders, under-scoring, and backspacing.

OPERATOR CONTROLS: Power ON/OFF switch, ONLINE/LOCAL switch, PAPER REVERSE/FORWARD switch (Local Mode).

ADDITIONAL CIRCUITRY: Microprocessor-controlled circuitry.

DATA INPUT: 7-bit parallel ASCII-coded data.

DATA INPUT RATE: 2200 characters per second maximum.

DIMENSIONS: 14-1/2" W x 11" D x 5" H (Dimensions exclusive of roll paper holder).

ACCESSORIES INCLUDED: Printer ribbon, built-in power supply, interface cable, and ATARI Operator's Manual included.

ACCESSORIES REQUIRED: The ATARI 850 Interface Module. Paper is not included with ATARI 825 Printer.

POWER SUPPLY: Built-in power supply (UL approved) 120 VAC, 100 W.

ATARI 850 INTERFACE MODULE

SERIAL INTERFACE PORTS: Four serial interface ports for use with the ATARI 830 Acoustic Modem and other EIA RS232C-compatible components: All have Send and Receive data signals. Port 1 has five additional control signals (Data Terminal Ready, Data Set Ready, Clear to Send, Request to Send, and Carrier Detect). Data Terminal Ready and Data Set Ready signal readiness on ports 2 and 3. A 20 mA current loop is connectable on port 4 for teletype.

OPERATION: Full-duplex operation.

PORT BAUD RATES: Programmable baud rate on any port, including 75, 110, 134.5, 150, 300, 600, 1200, 1800, 2400, 4800, and 9600 bits per second. Baudot speeds of 60, 66, 75, and 100 words per minute.

INTERFACE PORT: 8-bit parallel (Centronics type) interface port for use with the ATARI 825 80-Column Printer.

TELEPHONE ANSWERING: Automatic telephone answering when used with an appropriate modem.

SERIAL INTERFACES: Meets EIA RS232C specifications.

COMMUNICATIONS CODE: uses standard ASCII. Baudot support for radio-teletype (RTTY). One or two stop bits programmable.

ACCESSORIES INCLUDED: AC power supply (UL approved), I/O Data Cord, and ATARI Operator's Manual included.

DIMENSIONS: 9-5/8" x 6-3/4" x 2".

POWER: 120 VAC, 17 W.

THE ATARI 830 ACOUSTIC MODEM

COMPATIBILITY: Fully compatible with the Bell 103/113 series modems. Both originate-only and answer-only modems.

CONTROLS: FULL—sets full-duplex operation. TEST—sets up audio self-test. HALF—sets up half-duplex operation. ANS—sets answer mode.

OFF—turns ATARI 830 Modem power off.

ORIG—sets originate mode.

OPERATIONAL RATE: Rates up to 300 bits per second.

INDICATORS: Power ON/OFF, On-line carrier detect LEDs.

ACCESSORIES INCLUDED: AC Power Adapter (UL approved), ATARI Owner's Manual, Interface/Modem cable (CX87) for connection of this modem to the ATARI 850 Interface Module.

ACCESSORIES REQUIRED: ATARI 850 Interface Module.

DIMENSIONS: 10-1/4" x 4-3/4" x 2-1/4".

THE ATARI 835 DIRECT CONNECT MODEM

COMPATIBILITY: Fully compatible with the Bell 103/113 series modems. Communications are possible with both originate-only and answer-only modems.

OPERATIONAL RATE: 300 bits per second.

RECEIVE SENSITIVITY: -43 dBm.

INDICATORS: Power ON/OFF, On-line (carrier detect) LEDs.

ACCESSORIES INCLUDED: AC Power Adapter (UL approved), ATARI Owner's Manual, Serial I/O cable (3-foot length), telephone extension cable with RJ-11 clip connectors (14-foot length).

ATARI Program Library and Accessories

Model No.	Title	Medium			Minimum RAM Requirement	R = Required Accessory O = Optional Accessory						Page
		Cartridge	Diskette(s)	Cassette(s)		ATARI 410 Program Recorder	ATARI 810 Disk Drive	ATARI Printer	ATARI 830 Acoustic Modem	Joystick Controller CX40-04	Paddle Controller CX30-04	
CXL4003	Assembler Editor	1			8K	0	0	0		0	0	25
CXL4013	Asteroids	1			8K					R(1-4)		22
CXL4002	ATARI BASIC	1			8K	0	0	0		0	0	25
CX8121	ATARI Macro Assembler & Program-Text Editor		1		32K		R	0				25
CX8126	ATARI Microsoft BASIC		1		32K	0	R	0		0	0	25
CX404	ATARI Word Processor		2		48K		R	R				20
CXL4004	Basketball	1			8K					R(1-4)		21
CX4107	Biorythm ¹			1	8K/16K	R		0				23
CX4105	Blackjack ¹			1	8K	R						21
CX8106	Bond Analysis ¹		1		24K		R	0				18
CX414	The Bookkeeper ^{1,2}		4		48K		R	R				19
CX419	The Bookkeeper Kit ^{1,2}		4		48K		R	R				5
CX8130	Caverns of Mars		1		16K		R			R(1)		23
CXL4020	Centipede ²	1			16K					R(1-2)		22
CX484	The Communicator Kit I	1			8K			0	R ³			18
CX488	The Communicator Kit II ^{4,5}	1			8K			0				5
CXL4009	Computer Chess	1			8K					R(1)		23
CX4119	Conversational French ¹			5	16K	R						15
CX4118	Conversational German ¹			5	16K	R						15
CX4125	Conversational Italian ¹			5	16K	R						15
CX4120	Conversational Spanish ¹			5	16K	R						15
CX482	The Educator Kit	1		1	16K	R ³						4
CX4121	Energy Czar ¹			1	16K	R						15
CX481	The Entertainer Kit	2			8K					R(2) ³		5
CX4114	European Countries & Capitals ¹			1	16K	R						16
CX4109	Graph It ¹			2	16K	R				0(1)		20
CX4108	Hangman ¹			1	8K	R				0(1)		16
CX415	The Home Filing Manager ²		2		16K		R	0				20
CX418	The Home Manager Kit ⁷		5		32K		R	0				5

Model No.	Title	Medium			Minimum RAM Requirement	R = Required Accessory O = Optional Accessory						Page
		Cartridge	Diskette(s)	Cassette(s)		ATARI 410 Program Recorder	ATARI 810 Disk Drive	ATARI Printer	ATARI 830 Acoustic Modem	Joystick Controller CX40-04	Paddle Controller CX30-04	
CX4101	An Invitation to Programming 1 ¹			1	8K	R						16
CX4106	An Invitation to Programming 2 ¹			2	8K	R						16
CX4117	An Invitation to Programming 3 ¹			2	8K	R						16
CX4102	Kingdom ¹			1	8K	R						15
CX4104	Mailing List ¹			1	24K	R	0	0				19
CXL4012	Missile Command	1			8K					R(1-2)		21
CX4115	Mortgage & Loan Analysis ¹			1	16K	R		0				19
CXL4007	Music Composer	1			8K	0	0					14
CX8135	My First Alphabet ^{1,2}		1		32K		R					15
CXL4022	PAC-MAN	1			16K					R(1-2)		23
CX406	Personal Financial Management System ^{1,7}		3		32K		R	0				17
CX405	PILOT (Educators' Package)	1		2	16K	R	0	0		0	0	24
CXL4018	PILOT (Home Package)	1			8K	0	0	0		0	0	24
CX483	The Programmer Kit	1			8K	0	0	0		0	0	4
CX4123	Scram (A Nuclear Power Plant Simulation) ¹			1	16K/24K	R				R(1)		14
CXL4008	Space Invaders	1			8K					R(1-2)		21
CX4126	ATARI Speed Reading ^{1,2}			5	16K	R				R(1)		14
CXL4011	Star Raiders	1			8K					R(1)		22
CX4112	States & Capitals ¹			1	16K	R						16
CX4103	Statistics 1 ¹			1	16K	R	0	0				20
CX8107	Stock Analysis ¹		1		24K		R	0				18
CX8108	Stock Charting ¹		2		24K		R	0				19
CXL4006	Super Breakout	1			8K						R(1-4)	21
CXL4015	TeleLink I	1			8K			0	R			17
CXL4016	TeleLink II ^{5,6}	1			8K			0	R			17
CXL4010	3-D Tic-Tac-Toe	1			8K					R(1-2)		23
CX4110	Touch Typing ¹			2	16K	R						16
CXL4005	Video Easel	1			8K					R(1-4)		22

¹Requires the ATARI BASIC Computing Language Cartridge (CXL4002).

²Estimated availability third quarter. ³Included in kit.

⁴ATARI 835 Direct Connect Modem included in kit.

⁵Estimated availability fourth quarter 1982.

⁶TeleLink II can be used with the ATARI 835 Direct Connect Modem or the ATARI 830 Acoustic Modem used in conjunction with the ATARI 850 Interface Module.

⁷Estimated availability first quarter 1983.



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Call toll-free 800-538-8543 (In Calif. 800-672-1404) for the name of
your nearest ATARI Computer retailer. Hours are 6:00 a.m. to 7:45 p.m. California time.

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